



# PlayStation®2

OFFICIAL MAGAZINE-UK

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**10**

**PLAYABLE  
DEMOS**

## SYPHON FILTER RETURNS

Splinter who? We head undercover with Sony's online stealth shooter

## IS THAT A GUN IN YOUR POCKET?

The platformer meets Vice City (kind of) in the killer sequel, Jak II: Renegade

## "GOOT LUK!"

Thank you very... Doh! You'll need to do better when you attempt The Great Escape



IT'S A FILM-GAME  
CINE-PLOSION!

Enter The Matrix

The Italian Job

The Hulk

Crouching Tiger

Alias

Reservoir Dogs

(Bagsy not Mr Pink)

## EYE CARAMBA!

The EyeToy has to be seen to be believed!

**FIRST REVIEW ANYWHERE!**

# SILENT HILL 3

**THE SCARIEST VIDEO  
GAME EVER! CAN  
YOU STOMACH IT?**

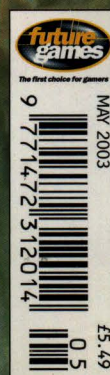
**PLUS!**

**28** New games that'll be better than Vice City\*

**21** Reviews: X-Men 2, Shinobi and more

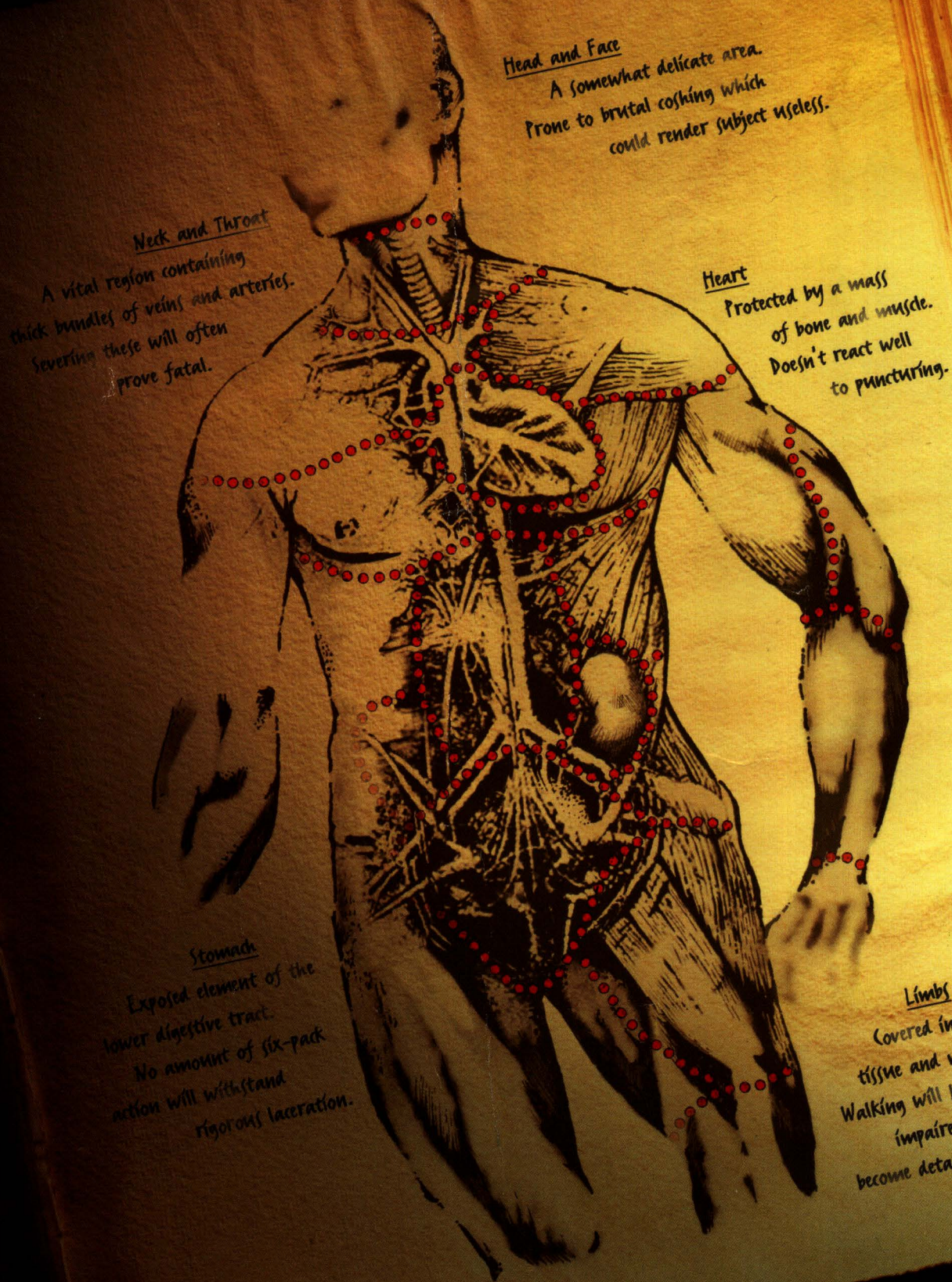
**71** Individual instances of OTT violence

\*Well, maybe...





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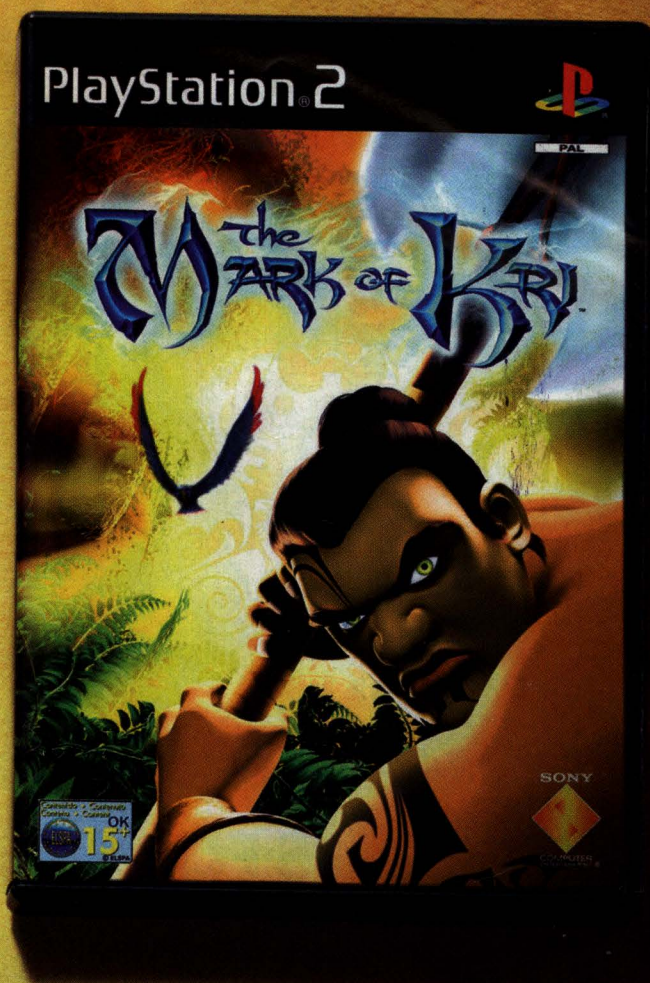
The warrior's apprenticeship is over.  
Heads will roll. Limbs will fly. Blood will splatter.



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enables fighting of multiple  
opponents simultaneously.

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offer a range of unique  
finishing moves.

Strategic collaboration  
between Rau the  
Barbarian and his  
spiritual guide Kuzo  
provides a crucial  
upper hand.



Stealth and cunning  
can snap spines and  
open throats without  
the need for a fight.

Culturally diverse environments  
provide backdrop for epic encounters.

PlayStation 2



THE BRUTAL PLACE THE BLOODY PLACE THE BARBARIC PLACE THE THIRD PLACE



# Playing time extended.

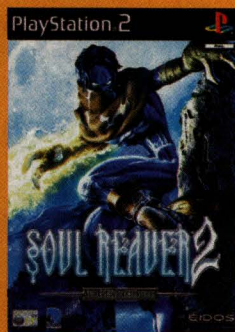


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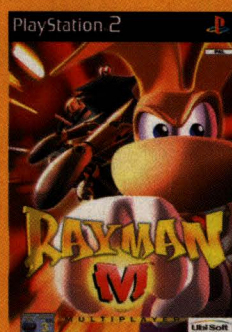
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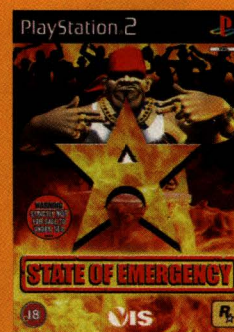
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## In your magazine...

“Some of you may have been expecting to see me sporting a ponytail and a green vest-top (balloons shoved down the front) on this page, in anticipation of the *Tomb Raider* review we promised last issue. Well, we can only apologise. Lara has stood us up again, so my cross-dressing fantasies will have to wait for another time. Despite all kinds of promises and guarantees, Core Design still hasn't finished making *The Angel Of Darkness* and still can't give us a completion date. We cling to the hope that the delays are due to last-minute gameplay improvements as opposed to an indication of panic on the developer's part.

Instead, we've decided to champion a game that arrived sooner than expected... and one which has turned out to be an absolute corker to boot. *Silent Hill 3* is the most shocking, unnerving and disgusting videogame experience we've ever had – and we mean that in the best possible way.

It has made us afraid of our own footsteps and has put us off bacon for life.

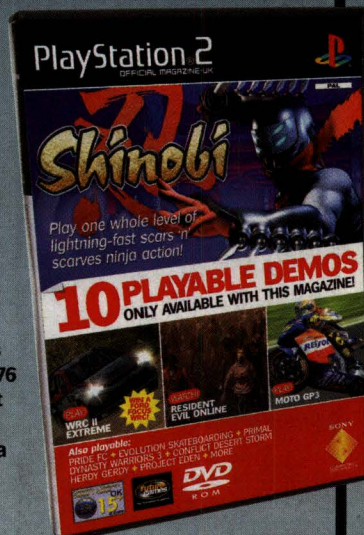
This is my last issue as Editor of OPS2, but it's always good to go out on a psychologically unbalancing note. Next issue there'll be a new face on this page – I'll leave the vest-top and balloons behind, just in case.

Sam

SAM RICHARDS Editor

## ...And on your DVD

“A big red scarf and slicey-dicey action tops the bill this month as Eighties arcade stalwart *Shinobi* comes to PS2. The review is on page 76 of this very issue, but don't just take our word for it – play the shuriken-throwing stylised ninja for yourself. You're welcome.



## PLAYABLE DEMOS

- 1 SHINOBI.** (SCEE)  
Super-sharp slice 'n' dice samurai action from the man with the purple pashmina.
- 2 MOTO GP3.** (SCEE)  
The only racing game that touches *Gran Turismo 3* for sheer, punishing realism.
- 3 PRIDE FC.** (THQ)  
Karate, kickboxing, wrestling... it's not how you fight, it's how you survive. Taste the pain!
- 4 EVOLUTION SKATEBOARDING.** (KONAMI)  
Can Konami sprinkle a little of its Pro Evo Soccer magic on the world of skateboarding?
- 5 PRIMAL.** (SCEE)  
The game's finally out, so in case you forgot how sumptuous it looks, here's a reminder.
- 6 DYNASTY WARRIORS 3.** (KOEI)  
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- 7 CONFLICT DESERT STORM.** (SCI)  
Previous offering from the makers of *The Great Escape*, as featured on page 62.
- 8 HERDY GERDY.** (EIDOS)  
Revisit this underrated rustic cartoon romp – a hidden gem in the PS2 back catalogue.
- 9 PROJECT EDEN.** (EIDOS)  
With *Tomb Raider* still not finished, here's a reminder of Core's other adventure game.
- 10 WRC II EXTREME.** (SCEE)  
Play this rally challenge for a chance to win Carlos Sainz's Ford Focus WRC rally car!

## GAME FOOTAGE

- Resident Evil Online™**  
Trust no-one. Fear everyone. Escape alive! The must-see trailer of the month!
- SOCOM: US Navy SEALs™**  
The cool counter-terrorist combat sim leading the online gaming charge.
- Evil Dead: A Fistful Of Boomstick™**  
A zombie chainsaw massacre from the makers of *State Of Emergency*.
- True Crime: Streets Of LA™**  
Renegade kung-fu cop saves LA in the style of *GTA* – how can it fail?

THE UK'S BESTSELLING PLAYSTATION 2 MAGAZINE

PlayStation®2  
OFFICIAL MAGAZINE-UK

10  
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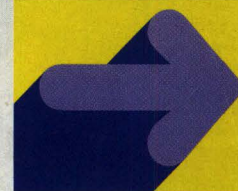
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FULL DETAILS OF THE  
DEMO DISC LINE-UP





■ Skip to page 130 for the SP on all our playable demos, plus tips and challenges!

## ON THE COVER



### 070 SILENT HILL 3

Time to scare yourself rigid and throw up your supper – all in the name of fun. Only this time, it's even better.

### 026 SYNPHON FILTER RETURNS

Stealth-soaked special ops, now with added online shenanigans!

### 051 IS THAT A GUN IN YOUR POCKET?

The sequel, here. Get ready for Jak II: Renegade.

### 062 "GOOT LUK!"

Digging for victory, McQueen and crew make a break for PS2.

### 012 GTA BEATERS?

From Spy to Monitor Update, there's an enormo-spodge of new games – see any hits of the future?

Plus... We enter the valley of the cel-shading of death with great-looking FPS XIII. (see page 42).

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■ **STORMY HEATHER**  
Meet *Silent Hill*'s latest victim... Erm... Heroine. Waify looks and a loaded gun. This could be love?

# SILENT HILL 3



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# THE PLAYLIST

Oh, the sweetest of candies from the PS2 tuckshop tempting us away from our desks this month.



## SILENT HILL 3

In any other context a game where a young girl fights off 'meat monsters' might sound a little dodgy. Actually any way you wash it it's dodgy. It doesn't stop this being one of the most addictively putrefyingly disturbing gaming experiences we've had. Clarke can't look at sausages now either. **REVIEW, PAGE 70**



## ENTER THE MATRIX

'My name is Neo' not really, but a few of us thought we had super-human skills when we had a first play of the game that complements the second film this month. The real-life attempts at running up walls were sheer comedy, but the game itself promises to be serious entertainment. **MONITOR, PAGE 36**



## SPLINTER CELL

Still the tops for sneaking and classy lighting effects. We'd love to hate it because it came to PS2, last but dammit there's just too much fun in silently snuffing out foreigners, having three torches on our heads and wondering if the government would really deny all knowledge if we got killed. **REVIEWED, OPS2#32, 9/10**



## PRO EVOLUTION SOCCER 2

Seriously, this has to stop. Every time you want to have a quick go on Eggo Mania at lunchtime there's nary a Joypad to be found. Why? Because everyone's still living the dream playing PES2. We're going to have to get OPS2's staff fitted with colostomy bags soon. Silky skills though, fellas. **REVIEWED, OPS2#27, 9/10**



## WOLVERINE'S REVENGE

It speaks volumes that Fitz was caught trying to staple plastic cutlery to his hands this month. The exhaustive, and addictive, game took its toll. He emerged looking hairier and a little grumpier than usual and kept sniffing the air. Although that could be the refried beans he had for lunch. **REVIEW, PAGE 80**



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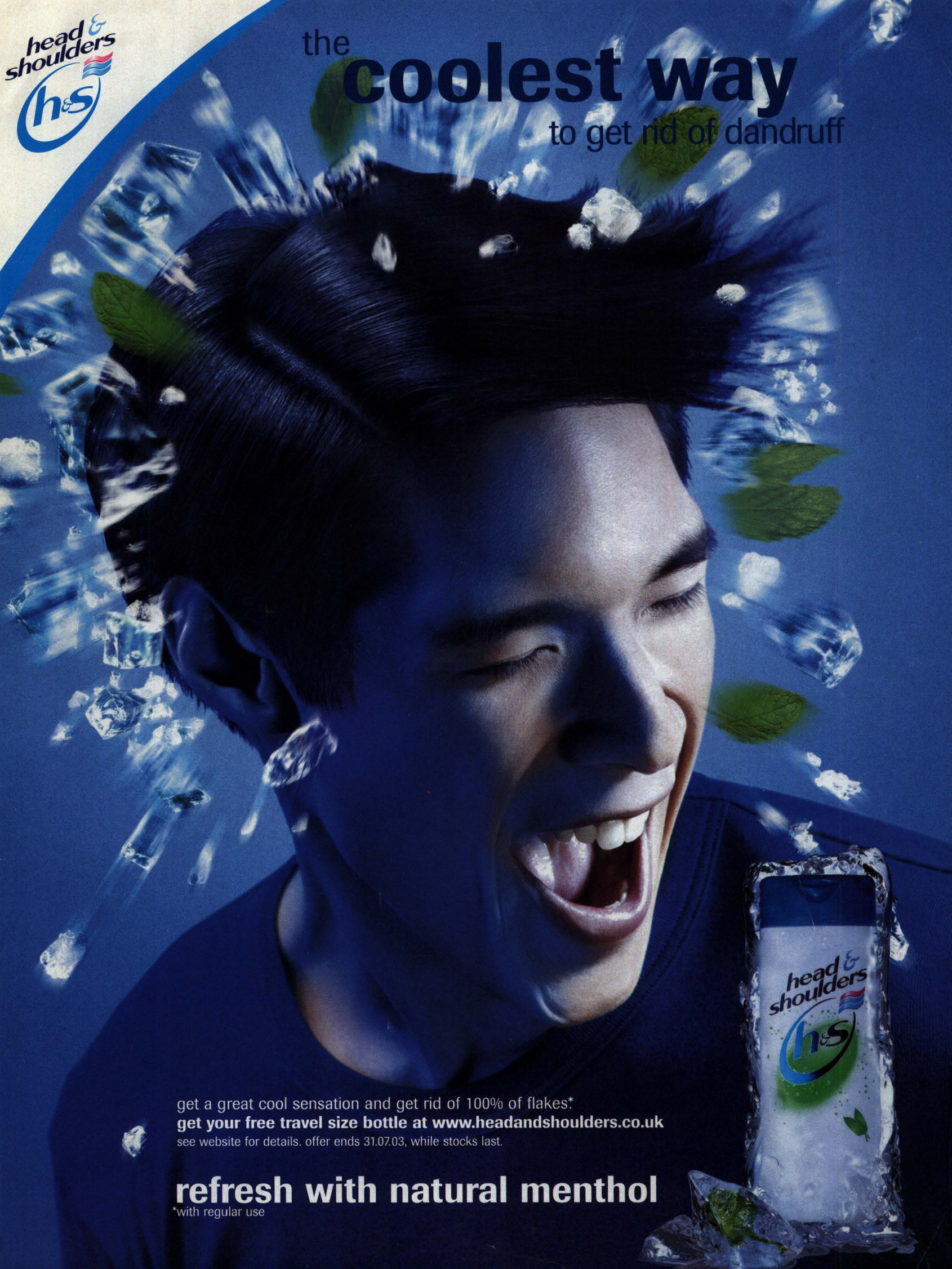
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PHOTOGRAPHY: LOUISE BROOM

# THE MONEY SHOT



*This month's greatest gaming moment: fear and loathing in **SILENT HILL 3***



Read Marilyn Manson's autobiography? Apparently he gets this groupie to wear a meat helmet. Imagine that? A meat helmet! Right now you could – *should* –

be looking at something else. Something sane. But it's been a long and emotional month. Decisions were made, complaints were ignored, and so we find ourselves here: sweating under white-hot halogen lights and staring at a man dressed entirely in bacon. With mince sprinkled on top. Not the expensive stuff.

The original idea was to do *Music 3000*. A tasteful shot of our resident funksmith cooking-up beats in the local Bojangles. Except he's not using decks, see? He's playing on PS2s. Might've looked cool. But the Money Shot is supposed to be about the month's greatest gaming moment. The big enchilada. And that was *Silent Hill 3*. Which meant fleshy man-monsters. Which in turn meant a trip to our increasingly suspicious butcher. But with Tim refusing to participate (because it was his idea, and he'd already been humiliated as Dante and Fisher) who would be willing to risk swine fever? Enter Fitz, stage right...

Welcome to hell. An odour best-described as 'recently discovered corpse' permeates the studio as George is mixing homebrew blood from a recipe that's two ingredients from nitro-glycerine, and Fitz is coated in enough cheap meat to feed a cup final crowd. Consider this: if the crayon department hadn't spunked the last of its budget on a brace of lamb hearts, this was going to be our first scratch 'n' sniff page.

*\*Silent Hill 3 goes under the knife on page 70.*



# UNCOVERING THE LATEST PS2 NEWS EVERY MONTH

SPY EDITOR: GEORGE WALTER/SPY CONTRIBUTORS: TIM CLARK, PAUL FITZPATRICK, ALERIC LINDEN, STEPHEN PIERCE, JOEL SNAPE, ED STERN

■ LAZARUS JONES  
Didn't used to believe in ghosts. Does now.

## WHO YOU GONNA CALL?



### SKIP INTRO

In a hurry? Here's the condensed version... SCE brings us a modern-day Ghostbusters in this sick and twisted take on survival horror. Balancing a tricky mix of movie production values and traditional game concepts, it looks to be a nightmare come true for horror fans.

Forget Silent Hill and Resident Evil, the latest spectre in horror gaming has arrived. OPS2 unveils SCEE's Ghosthunter – guaranteed to make you pee your strides.

**MEET LAZARUS JONES.** He's the ghosthunter. The new anti-hero of Studio Cambridge's *Ghosthunter*, a revolutionary new action title from the same development house that brought you *Primal*. Like Jen in *Primal*, Lazarus isn't your traditional monosyllabic, macho lead character.

As a Detroit police officer on a routine call to a derelict High School he's unwittingly dragged into a terrifying supernatural world and given the power to see ghosts.

Initially, Lazarus – understandably – is somewhat perturbed. No. Make that f\*cking scared.

Lazarus and his partner, Anna Steele, should perhaps have read the first chapter of *'Horror Movie Plots For Beginners'* before striding, balls out, into the creaky High School. As most derelict buildings are, it was the site of a series of horrific

murders and the location of a secret ghost research laboratory. (All making a little bit more sense now?) While exploring the building, Lazarus and Anna stumble on the lab, and then it all kicks off. Anna gets abducted, Lazarus gets possessed and we've got a game on our hands.

To get an idea of the atmosphere of *Ghosthunter*, consider this description from Creator James Shepherd: "The gameplay is focused on making the player really scared. All the time." The last time someone said that, they were describing a *Silent Hill* game. But instead of meat puppets and walking spleens, *Ghosthunter* plays on your primal fears. It twists and subverts normality (check out that hideously oversized evil teddy bear) and draws on horror film staples with the aim of completely unsettling the player. Your task? Accompany Lazarus as he comes to terms with his new role as a modern-day Ghostbuster and busts some spiritual ass. □ GW

### Fear And Effect

It's the game they're calling 'Survival Horror evolved'. But what does that actually mean? James Shepherd, Creative Director of *Ghosthunter* explains.

#### IT LOOKS THE BOMBI!

"We've taken our studio's state-of-the-art graphics engine (last seen in *Primal*) and added in a new layer of special effects technology to create the most advanced interactive graphics yet seen on PS2."

#### IT'S AN ORIGINAL GAME CONCEPT!

"It's not a stealth game or an all-out blaster. As the name implies, it's a 'hunting' game. Lazarus has to chase and trap ghosts and monsters, some of whom don't take too kindly to being chased."

#### IT HAS MOVIE PRODUCTION VALUES!

"One of the team's aims is to make a game with the production values of a movie, without losing the interactive immersion of the greatest games. I think we're well on the way to achieving this."

#### IT'S GOT FREAKISH MONSTERS!

"You'll have to see the monsters in the game to believe them – these screenshots just show the baby ones." [What, you mean they get even bigger? – scared News Ed]

#### IT'LL APPEAL TO HORROR FILM FANS!

"Playing *Ghosthunter* will be like starring in all the best horror movies you've ever seen rolled into one."

\*By the way – where Shepherd refers to 'ghosts and monsters', think supernatural/psychological horror films as opposed to Monsters, Inc. and Scooby-Doo. This can't be the upper.



## WELCOME TO SPY

The biggest news stories in the PlayStation 2 universe.



You join me in a moment of writers block. Normally I'd gush about our world exclusive news story (that's the one on this page) and bang on about how we're the only mag where you'll be able to read about *Ghosthunter* this month.

My problem is this issue at least four games could have made the lead news story and are worthy of being talked up in this column. But it's too small to fit all the words required. Bugger.

*Medal Of Honor 2*, *Onimusha 3* and *Syphon Filter Online* are all equally 'big games' and they're all in this section. That's about all I can say here. You'll have to read the stories and look at the screenshots on pages 15, 16 and 26. Next month there's even more big titles. I might need more space...

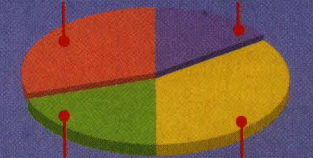
*George*

George Walter,  
News Editor

### THIS MONTH I'VE BEEN...

Sifting the gaming wheat from the gaming chaff.  
(Page 32)

Getting in a sweat with SCEA about *Ghosthunter*.  
(Page 12/13)



Looking at [www.ffx.com](http://www.ffx.com)  
(Page 24/25)

Not playing PES2  
(Page 31)

Plus... A first look at the new *Medal Of Honor* game (see pg 16) and Capcom announces a famous French film star for *Onimusha 3* (pg 15).



**GO TO:**  
uk.playstation.com

Read the full interview with *Ghosthunter* Creative Director James Shepherd right now.



Lurking in a foot of water, this hunk of horribleness looks like a crocodile. It's pretty scary. Then, it stands up and reveals a roaring chainsaw with blood on it. And there's just a black hole where its head should be. Thank the Lord your alarm just went off.

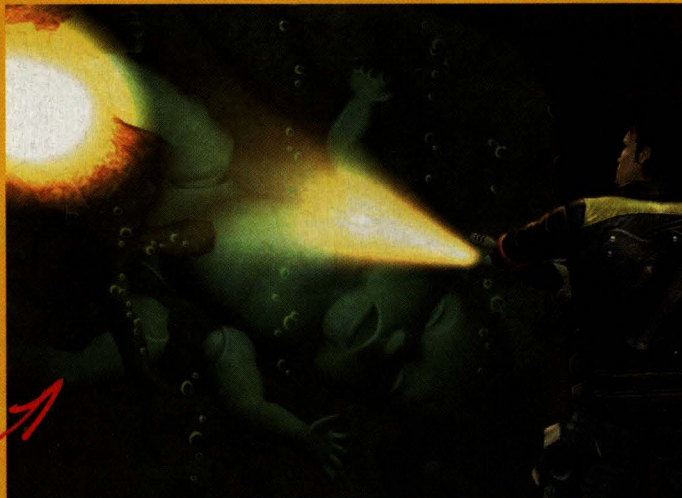


So, Zippy got angry and slashed Bungle's guts open. Now the big cuddly bear's got a cob on so he picks up a little girl and uses her as a club. Just like those dreams that mess with your sense of proportion and cause small inanimate objects to become really frightening. Like anvils. Or vacuum cleaners.

### Sh\*t The Bed!

Think of your last bad dream. No, not the one that involved an unnatural encounter with your mother; the dream where you were running away from an axe-wielding cyclops and your legs felt as weak as Twiglets. The creators of *Ghosthunter* know about them - and here, they're the stars. Meet your own worst nightmares...

It's a baby in the womb. In a fish tank. Not particularly scary if you've ever sat through sex education (for those who haven't, that's where you came from). But look closer. Its arms and legs are falling off. Furthermore, why is it so big? Okay, big babies with detachable arms and legs are slightly disturbing.



### Alone In The Dark

"I ain't afraid of no ghost!" And who would be with a hefty 'supernatural weapon' in their hand. Lest we forget this is an all-out action game. So we do have big extravagant guns and also special 'supernatural guns' for shooting ghosts. We're told combat plays an important part in the trapping and extinguishing of apparitions, whether it's a chaotic firefight or a silent stealth kill. The game is structured around a story but you'll be able to backtrack in certain levels to return to areas and capture more ghosts after Lazarus has powered up.

### Mannequin Alive!

Studio Cambridge has outstanding heritage - Medieval, C-12, Primal. All these games pushed consoles to the maximum with lush visual effects. *Ghosthunter* is no exception as Creative Director, James Shepherd explains... "One of the main criteria at the inception of the project was to produce something that had never been seen on a videogame console before. Rather than get loads of crappy-looking enemies on screen, we wanted a few mind-blowing enemies that looked visually stunning and pushed the power of PS2 to its limits."

Read the full interview with *Ghosthunter* Creative Director James Shepherd right now.



# "MURDER SHE QUOTE"

"Amplitude rocks – it's totally and completely addicting," said David Bowie."

The Thin White Duke waxes lyrical in a Sony press release about its music action sequel. Expect a guest review in OPS2 next month. Yeah, right...

■ **SMASH 'N' GLAD?**  
Would crash damage like this be a boon or a bane in *Gran Turismo 4*?

## YOU KNOW IT MAKES DENTS

*Is the latest evolution of Gran Turismo going to include damageable car models, we ponder...*

### WITH DAMAGE OR WITHOUT?

Broken fenders, dented panels, smashed lights. Trim hanging off. Bumpers scratched. Tyres burst. Whiplash. Or indestructible cars, bouncing off curbs and pristine paintwork. What would you prefer? Sorry. We ought to fill you in. It's a question OPS2 has been pondering for the past few weeks – would *Gran Turismo 4* actually be any better for having damageable cars?

We're divided on the issue. Some reckon it's logical for the Real Driving

Simulator to have breakable car models. Otherwise it's not realistic, right? The rest of us? Well, *GT* would be even more tedious if every time you dinked a curb at 70mph you were forced to phone Direct Line from the back of an ambulance.

Developer Polyphony Digital is certainly considering the option. The President of the company recently mentioned it was looking into including a damage option – a function usually disputed by car makers, who claim their vehicles being smashed up in a videogame could be detrimental to their image.

All will be revealed next month if SCEJ delivers on its promise of giving us first info on *GT4*. Our instinct is that it's a lot earlier in development than other sources suggest and we won't see it (and its new network battle function) until at least summer 2004. So, with damage or without? ☐ GW

### BLUE LINES

Short but sweet PS2 snippets heard by the Ear Of Truth.

**Film-making sim The Movies is PS2-bound. Its developer has been approached by a Hollywood producer to do a tie-in movie. Yep.**



**This Logitech keyboard is specially designed for the PS2 with online play in mind. It's officially licensed by SCE and is ideal for EverQuest.**



### WORLD EXCLUSIVE!

## ROCK ME, ANOTHER DEUS?

*Eidos confirms fate of cerebral sci-fi sequel.*

Trust no-one. It's the first rule in the world of techno-noir conspiracies and why we're increasingly suspicious over the status of *Deus Ex: Invisible War*, the follow-up to Ion Storm's critically-fondled cyber-thriller. At last year's E3 the game was apparently confirmed for PS2, but subsequent info-bursts have omitted any mention of the bevelled black box. And Eidos recently took the worrying step of removing the PS2 logo from the game's product listing page.

So what's the score uncle Eidos? "DX2 will not be coming out on PS2," confirms our shadowy source. What, ever? "No, but we can tell you that Ion Storm is working on a secret game, also set in the *Deus Ex* universe, and exclusive to PS2. It's going to be very special indeed." Kiss our nano-enhanced asses, that's a scoop! Apparently the new game is so secret that it won't even be announced at this year's E3. So where will you be able to see it first? Well, here's a clue: You're holding the answer in your hands right now. ☐ TC

**OUR SOURCE WHISPERED:**  
**"ION STORM IS WORKING ON A SECRET GAME IN THE DEUS EX UNIVERSE"**

■ **OLD RED EYES IS BACK**  
Will Denton feature in the new, PS2-only *Deus Ex*?





■ **ONIMUSHA BURAIKEN**  
Capcom also announced this four-player beat-'em-up based on the *Onimusha* series.



## BOUCHERIE!



■ **SAMANOSUKE**  
Returning samurai star.



■ **JACQUE BRAN**  
Thoughtful and French.

# SLAY BON!

Jean Reno, star of *Léon* and *Ronin*, takes *Onimusha 3* by storm.

## "ONIMUSHA 3 ANNOUNCEMENT TO BE MADE IN PARIS, NEXT MONTH."

Capcom told us back in February. Medieval-gong-sized alarm bells start ringing immediately. Why debut a game based in 16th Century Japan in the French capital? "Er, well how about *Onimusha 3* has a Gallic connection," is the reply. Good enough for us to spend half an hour wasting time, considering the possibilities – Directed by Jean Luc Godard? Starring Gerard Depardieu? What about Sophie Marceau as Samanosuke's love interest? No. Wait. It's got to be Jean Reno, the thinking man's French actor and star of *Léon* and *Ronin*. A consensus is reached. Jean Reno is *Onimusha*'s new man.

We were – smug grin – right. At a game presentation chaired by Producer Keiji Inafune, OPS2 said "Bonjour" to *Onimusha 3*'s Jacques Bran – clearly based on and voiced by Jean Reno. Set in both modern-day Paris and 16th Century Japan, Bran is a member of the army brought in to take on a group of Genma demons who've

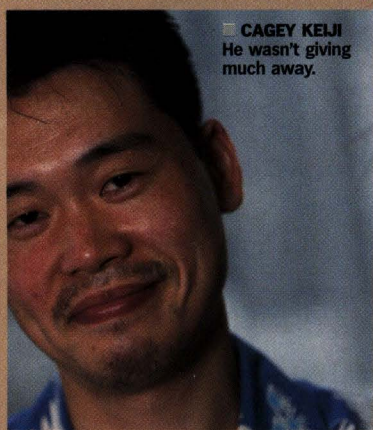
infiltrated the lover's city. Samanosuke has a similar problem back in 1647. The two heroes swap places via an as yet unelaborated time-travel mechanism and you'll take control of each character separately at different points in the game. For the first time in the series, all the visuals will be built using 3D models rather than pre-rendered backdrops.

The money shot? Seeing Bran and Samanosuke battling stoically alongside each other – Bran slashing with a whip-shaped light-saber and Samanosuke preferring his trusty samurai blade – while four-legged Genma demons garotte and savage French beauties and startled-looking men in berets. Go to [uk.playstation.com](http://uk.playstation.com) and download the movie. Alternatively divert your eyes right and slobber over the screenshots. *Onimusha 3*. Ce semble bon. □ GW

## SACRE BLEU!

**JEAN RENO HAS TO BE ONIMUSHA'S NEW MAN, WE THOUGHT. WE WERE RIGHT**

■ **BRAN FLAKES**  
Reno fits the role of videogame hero perfectly.



■ **CAGEY KEIJI**  
He wasn't giving much away.

Q&A

## KEIJI INAFUNE

"Will we get to fight on the Eiffel Tower?" *Spy* grills the *Onimusha* producer.

**How much of the game and story of *Onimusha 3* is currently in place?**  
We've completed about 20 to 30% of the game.

**How much time have you spent working directly with Jean Reno?**  
Not much up to now. Most of the work with him is still to come. Reno's motion capture and promotion will be started from next month onwards. Personally I like him and his work very much and I can't wait to work more closely with him.

**How much more action-orientated are you intending *Onimusha 3* to be**

**compared to its predecessor, *Samurai's Destiny*?**

We now have two characters to play with, so their different attack patterns and ways they manoeuvre within the in-game environment will automatically add a much deeper texture to the action element within the game. The themes of drama and adventure will also be greatly improved. We are very excited about how good this game is going to be!

**The Arc de Triomphe features in the footage we've witnessed of *Onimusha 3*. Will we see other famous landmarks, like the Eiffel**

**Tower for example?**

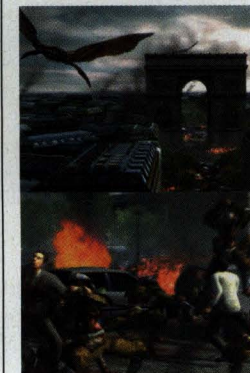
There will be other famous landmarks for sure, and these will be known to all the people of the world. I can't say for certain exactly which locations these will be yet, though.

**You clearly like European architecture. Will you be using European locations in any other projects in the future?**

As stages, European locations are extremely interesting to me. When I think about stages in any forthcoming game, European locations always seem to come to mind first. (So that's a 'yes' then – news Ed)

## Battle Royale

The opening level screen by screen. C'est formidable!



■ **PARIS KILL TON** The scene is set with Genma demons pillaging the French capital.



■ **FRANCO VILE** Meanwhile in 17th Century Japan, a similar scene unfolds.



■ **STOVE AT FIRST SIGHT** As Jacques and Samanosuke magically swap places in time they share a moment. "Sh\*t me," they say.

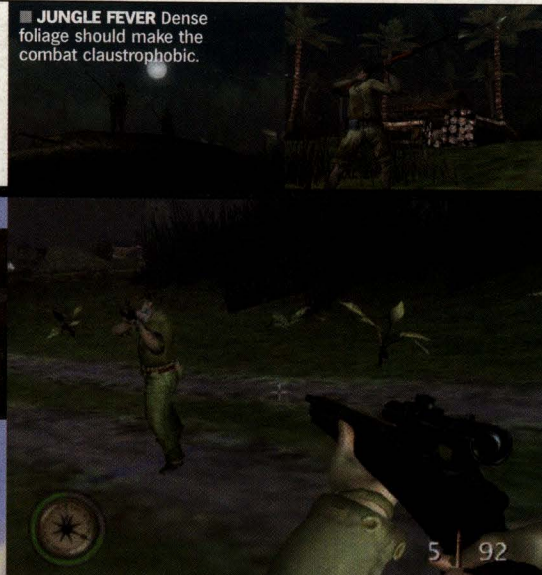


**"THIS ITALIAN KICKBOXER LOOKS LIKE DEL PIERO. HE'S GOT AN EYE FOR THE LADIES AND AN ARRAY OF RUSHING JUGGLES"** WHY VF4 EVO IS BESTEST PAGE 20



**POW WOW** Rescue GIs and they will open up alternate paths through the level.

**JUNGLE FEVER** Dense foliage should make the combat claustrophobic.



**BANZAI!** Expect to get your hands on plenty of Japanese popguns.



Acclaim kill off another flagging series - there'll be no more *Turok* games for PS2. Ever... Sega Overworks are working on *Shinobi 2*... Capcom are beginning development of the next *Devil May Cry* game... And will the Japanese developer make a game involving *gladitorial combat* some time in the future? [we didn't say that mind]... *Ico 2*? Well it's not called that anyway. Insiders say the sequel will be called *Dragon Hearts*. It'll get an airing at the E3 game show this May.

## SNEAK ATTACK!

# TORA! TORA! TORA!

Medal Of Honor sequel set to storm the Pacific.

**MEDAL OF HONOR: FRONTLINE** effectively was the videogame equivalent of *Saving Private Ryan*. So, by the same logic, *Medal Of Honor: Rising Sun* will be *The Thin Red Line*, partly because the game will be set in the Pacific Theatre Of Operations, but also because it promises to be longer, better-looking and (hopefully) more intelligent.

Given the spectacular performance of EA's first MOH game on PS2, a sequel was always a given, but the firm has now confirmed that we can expect the new game this autumn. Developed by the publisher's Los Angeles studio, *Medal Of Honor: Rising Sun* will star Joseph Griffin, a Marine Corporal who survives the attack on Pearl Harbor and subsequently leads the attack on Guadalcanal... and presumably pops up in every other major engagement during the conflict. The sequel's major innovation is the decision to include a two-player co-operative mode.

The development team will be placing emphasis on historical accuracy, which is why Captain Dale Dye, of the Congressional Medal Of Honor Society, is again acting as Military Advisor and why Joe Griffin is armed only with authentic weaponry. Note we said *authentic*, not *accurate*. Chances are, these peashooters will be about as reliable as Emile Heskey in front of a gaping goal. But it's exactly that terrifying sense of helplessness that makes the MOH games so gee-whizz exciting.

During the initial phase of the game Joe will be going into action alongside his brother Donny, but the pair soon become separated with poor old Donny winding up in a Japanese POW camp. A second game is also on the way (due next year) which tells Donny's side of the story. □ TC

**AN OBVIOUS PROGRESSION**  
**THE GAME PROMISES TO BE LONGER, BETTER-LOOKING AND (HOPEFULLY) MORE INTELLIGENT**

## During the war...

Flunked History because you spent too much time playing PES? Allow OPS2 to guide you through the 'highlights' of the Pacific conflict in our handy cut-out-and-weep guide.

### 1941

■ Japan attacks Pearl Harbor, the Philippines, Hong Kong and Malaya, then declares war on Great Britain and the USA. Germany also - bafflingly - declares war on the USA. Churchill breathes colossal sigh of relief.

### 1942

■ Japanese capture Manila, Singapore, the Philippines and attack Burma, threatening India. They also bomb Darwin on the Australian mainland.

■ US marines land on Guadalcanal, build an airstrip and defend it from repeated Japanese attacks, eventually forcing the Japanese to evacuate the island. That'll be the Battle of Guadalcanal then.

### 1943

■ US landings in New Guinea, Bougainville, and Tarawa are successful, but result in serious losses. Japanese forces tend not to surrender while still breathing.

### 1944

■ US landings in the Philippines, Saipan and Guam. Success, and more heavy losses.

■ Battle of Leyte Gulf: Allied air superiority leads to the first Kamikaze attacks.

### 1945

■ US landings on Iwo Jima and Okinawa result in further victories and further colossal casualties. Uncle Sam ponders the wisdom of invading Japanese mainland.

■ Atomic bombs dropped on Hiroshima and Nagasaki. Japan surrenders unconditionally.

■ Godzilla born.



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Rule N°1: Leave without a trace.  
Rule N°2: If you think it's a game, it's over.

# Tom Clancy's **SPLINTER CELL**™

PlayStation 2 **9/10**  
OFFICIAL MAGAZINE-UK

*"Tension, action, spectacular moves and cool gadgets combine to make Splinter Cell one of the PS2's best!"*

## Redefined for PlayStation 2

New mission, optimised gadgets, exclusive intro and cinematics.



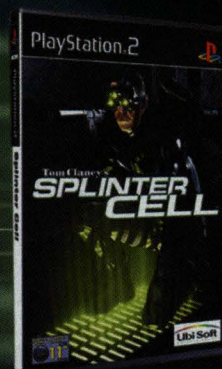
Goggles  
with binocular vision



Modular Assault  
Weapon System



Optic Cable



[www.splintercell.com](http://www.splintercell.com)

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PlayStation 2



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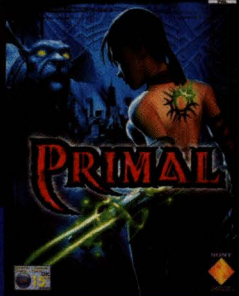
GAME BOY ADVANCE

Ubi Soft  
ENTERTAINMENT



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PlayStation 2



**Not just an ordinary girl...**

Jennifer Tate is the 'Chosen One' caught in an epic conflict between the forces of Order and Chaos. Welcome to Oblivion.

[uk.playstation.com](http://uk.playstation.com) [www.primalgame.com](http://www.primalgame.com)

PlayStation 2



THE DEMONIC PLACE THE IMMORTAL PLACE THE THIRD PLACE



253

This is how many claggy bacon rashers it took to cover Fitz for the stomach churningly meaty Money Shot image.



## STREETS AHEAD

My Street shouts, "Are you coming out to play?" through your letterbox.

**ANYONE WHO'S WATCHED** Channel 4's *Boys Alone* (or *Girls Alone*, for that matter) will know that leaving a group of ten-year-olds to their own devices and expecting them to behave civilly is asking for serious trouble. If only the real world could be more like the one created by SCEA's online title *My Street*. Here tots don't run around like caged animals reducing any solid object to dust; they vent their adolescent frustrations through competitive sports. Even better, there are no bullies, crybabies or psychos.

What you get instead is lawn mower racing, dodgeball, volleyball, remote-control car racing and marbles. Far more constructive than old classics like *Hit Things With Sticks Till They Break* and *Kick The Ball At The Tent*. Of course, the big draw is the online capability. This allows players to compete in any of the seven mini-games in groups of four across the Internet, the aim being to become the coolest kid on the block and presumably start up some kind of street gang with matching jackets and haircuts.

Although the target age group is seven to eleven, we expect the appeal to be a lot wider, as long as the games are as addictive as they promise. Fancy meeting up online for a spot of four-player volleyball? Thought so. *My Street* will hit the states before it reaches the UK - we'll get it some time in October, by which time it'll be too dark to go and play in the 'real' street. **GW**

## "KISS MY BIG JOYPAD!"

So you think you're the Ultimate Gamer?

**THEN PROVE IT.** This May the Sci-Fi channel is launching what promises to be the UK's biggest annual gaming competition, ever. Boasting a prize fund in excess of £50,000 with an unprecedented £15,000 cash going to the overall winner. Co-sponsored by *OPS2 Magazine*, regional heats will be battled out on cinema screens across the country, Sci-Fi channel's Ultimate Gamer event is going to be a 'must-enter' contest for all PS2 fans.

Gaming aficionado and Sci-Fi channel's SFG host, Emily Newton Dunn will be the compere for the final which will be held in London in July. For more information on how to enter, log on to [www.scifi-ultimategamer.com](http://www.scifi-ultimategamer.com).



## to the death

A bloody battle to prove what's better.

### SILENT HILL



When your bloodiest, gut-rending nightmares go on holiday they book into the Silent Hill Travel Inn. If the satanic offal monsters don't get you, the damp air might. (If you don't wrap up).

Enough to turn the stomachs of even the most ravenous Uruguayan rugby team. There are lumps of bloody deformity on show here that not even a



Christ on a bike! Are you kidding? If the wretched gloom and clammy fog doesn't trample your marbles under foot, the groaning, screaming entrails just might.

The first videogame series that's so stomach churning it's basically an eating disorder on a disc. We double dare you to keep your lunch down while running through a festering 'meat corridor'.

Well there are those shuffling, butt-naked blubber guys, but we didn't get a chance to check their passports so it's probably a no to be honest.

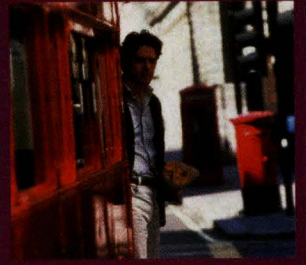


### THE WINNER: SILENT HILL

Some said it was a mismatch from the start but the results speak for themselves. After an early surge, *Silent Hill* had to work for its place on the rotting winner's podium. A well deserved win for traditional horror.

VS

### NOTTING HILL (THE MOVIE)



**HORROR**  
No contest. Notting Hill may be irritating but it doesn't make you crap yourself. Not normally anyway.

1-0

**BLEEDING GRISTLE**  
Despite the odd murderous thought aimed at *Notting Hill*'s cast, *Silent Hill* easily wins the bleeding meat vote.

2-0

**PSYCHOLOGICAL DAMAGE**  
It's a point each! One man's schmaltzy rom com is another man's reason to rampage.

3-1

**NAUSEA**  
British film made for the US may make you queasy but it's the carcass chunks that'll make you spew.

4-1

**WELSHMEN**  
At last *Notting Hill* truly comes into its own. Poor old *Silent Hill* never stood a chance...

4-2

Surprisingly little sanity-shredding horror in this fluffy rom-com. That said, the sight of über dandy Hugh Grant stuttering his way through another Richard Curtis 'Ameringlish' script has been known to put the sh\*t's up some people. Men, mostly.

Well, there was that dinner party... No. How about those scenes with Hugh and the dying hobos? No, that was *Extreme Measures*. All things considered, *Notting Hill* is a shameless let-down for fans of pulsating gore.

"I've been on a diet every day since I was 19, which basically means I've been hungry for a decade." Gnnnnn! "I'm just a girl, standing in front of a boy, asking him to love her." Gaaaaahhhh!

Honey and Spike are no oil paintings, and William and Anna's romance is sugary enough to dissolve teeth, but chances are you're not going to launch a five-fingered curry spray watching this.

Ah, Spike. Welsh as you like. Possibly the only really funny character in the film and he gets to call Hugh a 'daft prick'. Result.





# PUMPED UP

## COMBAT EVOLVED

Ten reasons why Virtua Fighter 4: Evolution is better than the original game.

**1 GOH** Nemesis of button-mashers – anaemic-looking Goh is a J6 assassin and Judo expert, with a stack of throws, counters and drags. Takes Kasparov-style foresight to master.

**2 GAMBLING** 'My pigtail against your pantaloons? Go on then.' Earn items – everything from hats to cuddly toys – in Kumite, and you can bet them with other humans in Versus matches.

**3 TRAIN TO WIN** The Training mode is even more frighteningly expansive, offering regimes tailored to specific skills and a grounding in things like canned combos and auto-reversals.

**4 VIRTUAL PUNISHMENT** Playing data collated from Japanese coin-ops and VENET means you'll be able to take a virtual tour of Japan's

arcades, getting virtual kickings from the best known players in each.

**5 INSTANT REPLAY** Replay data and AI from the world's best VF4 players and 'bots are included – so you can study form and hone skills.



**6 BRAD** This Italian kickboxer looks like Del Piero, has an eye for the ladies and boasts a massive array of rushing juggles. He's a punishing, no-nonsense character with a great victory pose.

**7 KUMITE** The Single-player mode's been enhanced, adding an RPG quest with Soul Calibur-style missions. Win a bout against Dural using counters? You're having a laugh.

**8 BETTER BALANCE** All characters have new moves, and the balance between them has been improved by

gamer feedback. No more weary predictable Akira knee-smash combos please, Sega.

**9 THE JAGGIES HAVE GONE** Especially in silky 60Hz mode. All backgrounds and movies have been

tweaked. The aquarium level looks particularly amazing.

**10 DRESSING TO IMPRESS** Tons of extras have been added – it's finally possible to make Lei Fel look like the bloke from *Once Upon A Time In China*, or give Jeffry a massive 'fro. □ JS



■ **GOH FASTER**  
New character Goh squares up.

### WIZARD WATCH

Total role-playing game heaven!

We've been sent an early US version of SCE's *Dark Cloud* sequel *Dark Chronicle* and after playing it for a few hours are convinced it'll one of the best RPGs seen this year. Look out for a monitor hands-on next month.

### BLUE LINES

Short but sweet PS2 snippets heard by the Ear Of Truth.

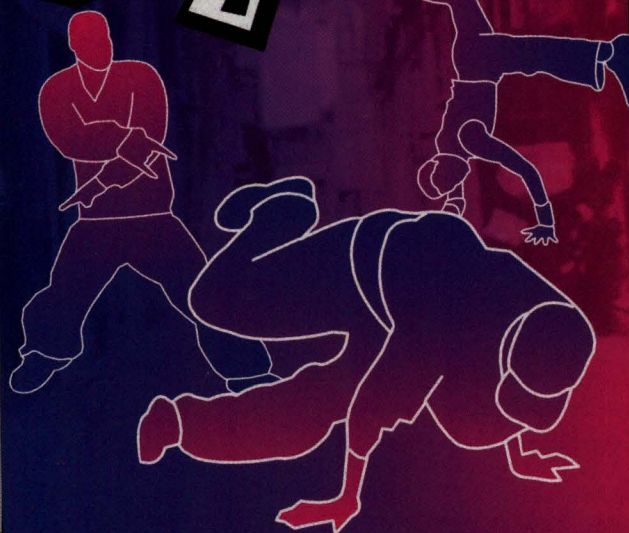
**Baldur's Gate: Dark Alliance will return to PS2 when Interplay release the graphically enhanced goblin basher sequel this winter.**

**Konami confirmed ZOE II's delay in Europe is due to the inclusion of exclusive stages and difficulty modes. Expect it in September.**

PlayStation®2  
OFFICIAL MAGAZINE-UK



BATTLE MY CREW



## designer genes

Games designed by you. This month: Putting the b-boy into beat-'em-ups.

### BATTLE MY CREW

PITCHED BY: TOM HENRY (via email)

#### It's, er, a beat-'em-up?

Sort of, but "without bodily contact." Tom's game centres around the hip hop art of breaking – throwing moves and doing headspins to the sound of electro.

**Alright! That's something we can do. Just give us a roll of lino...**

Careful, you'll do yourself a mischief. Careful! Best get on with the game, eh? Tom envisages it looking like a beat-'em-up, but "the two players take turns in showing their breaking skills and competing against each other." Makes a change from doling out licks anyway.

**Look at me! I'm doing a Windmill!**

Yessss... In all there are 30 b-boys and girls to choose from, with an option to create your own. You pick a crew made up of six people and can swap in any of them by pressing **LB** and selecting their icon. Moves are busted via combinations of button presses.

#### I think I've done my back in.

Serves you right, stick to playing games instead. In *Battle My Crew*, Tom plans to include three different breaking styles: "Uprock, where you bust combinations in time to a beat; Floorwork, where you're judged on originality and combos; and Power Moves, which are scored on move difficulty."

**What about the music? Any Vanilla Ice, MC Hammer or Tone Loc?**

We doubt it. There are 20 tracks to dance to, which will no doubt include such b-boy staples as Apache, The Champ and The Message. Word.

**I'm not sure about this.**

**Breakdancing is dangerous.**

'Course it's not. You just need to practise. And that's part of *BMC*, too; choreograph a routine for your crew, save it, then use it in a battle for points and kudos. □

### MAKE IT OR BREAK IT?

#### COMMENTS

This could really catch on. There's a crossover between martial arts and breakdancing (see *Tekken*'s Eddy Gordo for evidence) and it's just as competitive. With a decent licensed soundtrack it'd be an *Electric Boogaloo* of a game.

MAKE IT!



WRITE TO... Designer Genes, Official PlayStation 2 Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Or email [PS2@futurenet.co.uk](mailto:PS2@futurenet.co.uk) (remember to put 'Designer Genes' as the subject). Send us a description of your idea and try to accompany it with a few sketches to bring your words to life.



■ **JET LI DOES IT**  
Stealth plays a part...

■ **EXPLOSIVE ...**As do bombs and fire.

## BRAWLING!

# JET DOWN ON IT

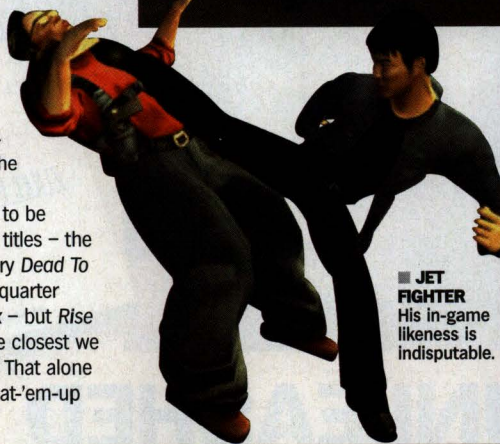
Jet Li bursts back onto the scene in Rise To Honor screens.

**THIS FREE-ROAMING** chopsocky beat-'em-up first caught our attention back in September last year after it was announced at the Sony Gamers Day in America. *Rise To Honor* broke the mould of derivative Hong Kong action movie titles by starring real-life martial artist Jet Li and enlisting the fighting choreography of Corey Yuen (the HK version of Kevin Adams from *Fame Academy*). Aside from the movie link and the fact that it involved elaborate shoeing techniques, SCEA kept the game specifics under wraps.

Seven months on and it still isn't giving anything away. There's a new set of screens that look a little more smooth around the edges with Li throwing shapes around a dockyard, but Foster City Studios, the

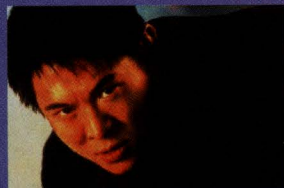
developer behind the game, has issued the exact same press release to accompany them. Duh! What's certain is that the game will feature both Hong Kong and San Francisco as locations and a 'multi-faceted fight system' will facilitate the multiple enemy melee.

There are obvious comparisons to be drawn from other similarly inspired titles – the motion-captured animations are very *Dead To Rights*, and the multi-enemy close-quarter combat can be found in *The Matrix* – but *Rise To Honor* has Jet Li at the helm, the closest we have to a contemporary Bruce Lee. That alone should be reason enough to get beat-'em-up fans excited. □ GW



■ **JET FIGHTER**  
His in-game likeness is indisputable.

**JET 'N' WILD**  
Introducing the very best in Jet Li's movie career.



### THE SHAOLIN TEMPLE (1979)

After taking up kung fu at nine, winning the Chinese nationals a couple of years later and performing in front of Richard Nixon at 12, Jet made his film debut when he was just 18. Loads of wireless violence made for a huge hit, and contributed to a massive influx of tourists to The Shaolin Temple.

### ONCE UPON A TIME IN CHINA (1991)

Jet plays real Chinese folk hero Wong Fei Hung: respected physician, acupuncturist and master of drunken style. Tsui Hark's period stylings and an amazing fight using bamboo ladders paved the way for three sequels and a *Carry On*-style spin-off (*Last Hero In China*) where Wong accidentally relocates next door to a brothel. No, really.

### FIST OF LEGEND (1994)

A remake of Bruce Lee's *Fist Of Fury*, except with less anti-Japanese sentiment, more fighting and some of the best dialogue ever. Look out for Director Yuen Wo Ping's trademarks, including punches stopped just before impact – you'll see them again in his *Matrix* choreography.

## BLUE LINES

Short but sweet PS2 snippets heard by the Ear Of Truth.

**Pitfall Harry is a remake of Atari's retro game Pitfall. The jungle adventurer makes a return on PS2 this autumn, through Activision.**



**Dreamcatcher makes its PS2 debut with Kaan, a cartoon-styled barbarian slasher that includes an enemy called Tothurn Siptet.**



# THE BIG ISSUE

What everyone is talking about this month...

## WHY DON'T MORE JAPANESE GAMES GET RELEASED IN THE UK?

It's a common complaint seen in letters, email correspondence and forum debates: Why in God's name is the brilliant (insert Japanese game name here) from (insert Japanese game developer here) not coming out in the UK? The key to answering this question is simple: when we say 'out in the UK', what we actually mean is 'out in Europe'.

This brings another dimension to the proceedings – translation and localisation. Put simply, this is what game publishers do to make their games playable in all the different countries that make up the European territories. Think about it. *Metal Gear Solid 2* gets translated into English and the voice acting is re-done with English-speaking actors. Great for UK gamers but absolutely incomprehensible to those living in Italy, France, Spain, The Netherlands, Scandinavia or any other European country.

So when games are translated and localised – a job done by specialist companies contracted by game publishers – there's the arduous task of doing it in up to eight different languages. This takes time and, predictably, costs money. It's not prohibitive enough to stop big publishers like Square, Sega, Namco and SCEA localising text-heavy offerings like *Dark Cloud* or *Final Fantasy X*, but for smaller companies with more niche titles it's just not worth the outlay.

So why not treat the UK as an individual territory, then? We are, after all, the biggest buyer of games in Europe. A spokesperson for Konami told us this was impossible, "We're a pan-European company and we



### SPEAK DA LINGO

## GAMES NEED TO BE TRANSLATED INTO EIGHT LANGUAGES

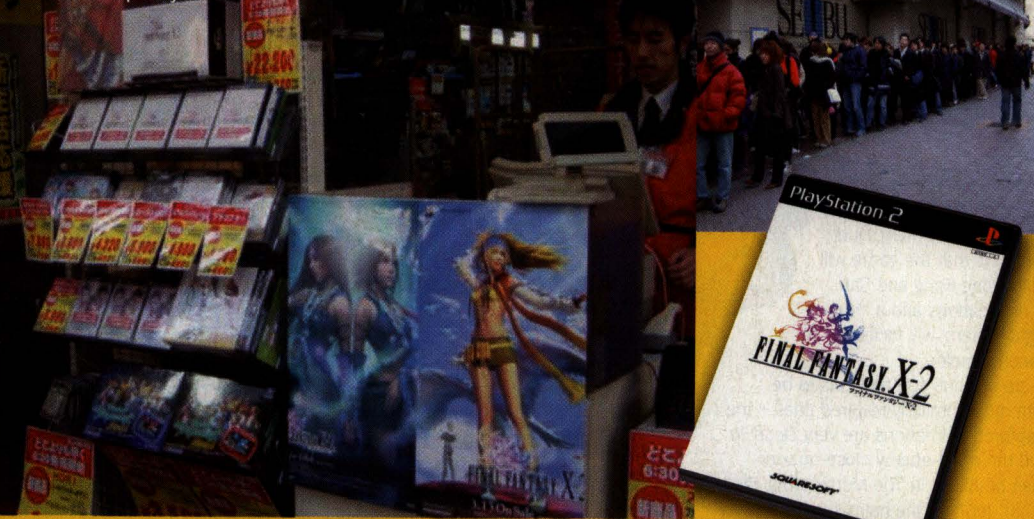
would never treat any country as an individual territory." Shame, as this kind of reasoning means a title like *Suikoden III* will never get a UK release because it's not "cost

effective." Strange that an even more niche title (*G1 Jockey 3*) from Koei was localised, despite the company knowing it wouldn't sell brilliantly. Steve Marks, of the newly set-up Koei Europe office is adamant bigger publishers should be making a more of an effort, "Koei is committed to bringing quality Japanese games to the UK and Europe, with the best possible localisation." A sentiment others might care to follow. □ GW



# in Japan

■ **CROWD PLEASER** Stacks of people made getting hold of FFX-2 a priority.



## FFX-2 UNLEASHED

Form an orderly queue please! Tokyo goes FFX-2 crazy.

**WE KNEW IT WOULD** be a winner after watching the opening movie. Yuna, Rikku and Paine strut their stuff in a four-minute pop promo video with a number straight out of the Eurovision song contest. (If Japan was ever allowed entry to the hallowed competition, of course.) Yuna's stage costume magically changes from staid to sexy to glamorous as she sings "Ooh baby" just like Miss Britney Spears does at the start of *Baby One More Time*. Meanwhile, the dreadlocked Rikku and sultry Paine boogie away in the background.

It's a suitably theatrical introduction to the first true *Final Fantasy* sequel. FFX-2 also signals a new direction for Square – ditching the usual 'spiky-haired boy saves world' schtick, the RPG giant has drafted in three ass-kicking chicks who eat Aeon's for brunch and unwind with a spot of karaoke afterwards.

In Japan, the adventures of the trio have been going down a storm ever since it hit shops on 13 March. Square has reportedly shipped 1.8 million copies of FFX-2 and over 1.2 million of these were snapped up on the first day.

Put in perspective, this makes FFX-2 the Japanese equivalent of *GTA: Vice City* in terms of copies sold. Stores throughout Japan held special FFX-2 promotions, broadcasting game footage on huge screens, devoting entire display racks to the game boxes and installing life-sized cardboard cut-outs of the lead characters.

Before you go getting too excited about FFX-2, we ought to point out that it's yet to be allocated a publisher in the UK. Or a release date, for that matter. That's the official line from Square anyway. Thank God, then, that we've seen a release schedule suggesting FFX-2 will, in fact, be out in Europe this December through SCEE. Until then, to share in the celebratory mood, get online and pop on over to [uk.playstation.com](http://uk.playstation.com), download the full-length intro movie and fall in love with Yuna and her dulcet tones. □ **GW**

**A NEW POP PRINCESS?**

**YUNA SINGS "OOH BABY" JUST LIKE BRITNEY DOES AT THE START OF BABY ONE MORE TIME**



### FITZ-SAN'S HAIKU REVIEWS

Future PS2 games become 17-syllable moments of Sake-induced wonderment.



**YUMERIA**  
High school girls transform: touching you they become – pow! – tough warriors. Filth.



**GHOULS 'N' GHOSTS ONLINE**  
Ghouls and Ghosts Online. My PS2 is haunted! Hang on. No it's not.



**SAIKOU! SHIRON BIKING SECURITY POLICE**  
Protect a limo. Kill baddies, destroy roadblocks. Hero? On your bike!

## Japanese top 10



- 1 FINAL FANTASY X-2 (Square)
- 2 SHIN SANGOKU MUSOU 3 (Koei)
- 3 VIRTUA FIGHTER 4 EVOLUTION (Sega)
- 4 STAR OCEAN: TILL THE END OF TIME (Enix)
- 5 KAIDO BATTLE (Genki)
- 6 TAIKOU NO TETSUJIN (Namco)
- 7 DRAGON BALL Z: BUDOKAI (Bandai)
- 8 CHAOS LEGION (Capcom)
- 9 FINAL FANTASY X (Mega Hits) (Square)
- 10 SAKURA TAISEN: ATSUKI CHISHIONI (Sega)

Or *Dynasty Warriors 4*. While we make do with pseudo-sequel *DW: Xtreme Legends*, Japan gets a revamped new game. A high-quality port of it should hit the UK this summer.

Finally RPG nuts get their hands on *Star Ocean*. And it had more bugs than a rotting dog. Apparently, the first version was so broken turn-based battles froze mid-way. Cue a hasty recall and a clean version put back on the shelves. Sorted.

Despite the title, this is a 'mountain path racing game'. We're guessing a rally/ATV racer. It's painfully short (just four tracks), making it ideal for a budget Midas release. The title? *Mountain Path Racing Game*, possibly? We'll see.

From the minds behind *GunGrave*, this mech-battler involves a group of anime vixens facing off in 1920s Tokyo. The twist here (it's a good 'un) is the robots are steam-powered. What will they think of next?

SOURCE:  
DENGKI/10-16 MAR



### USBホットコースター

パソコンにつないでお飲物の保温ができるホットコースター。お湯が15分保温によって温まり、お飲物の温度に保たれます。

時間が経っても冷めてない!



**TEA-S2**  
USB beverage temperature conservation. The future has arrived.

## FANCY A BREW?

No more cold tea in Japan. Fact!

**DID YOU EVER FANCY** plugging a cup of tea into your PS2's USB port? Good, because now you can with these tea-warmers available from Japanese store Dreams Come True. The genius device keeps drinks hotter than the sun for up to 90 minutes; long enough for you forget, take a swig and turn your gob into a blister. Quality, as the ad probably claims.



T A C T I C A L E S P I O N A G E A C T I O N  
**METAL GEAR SOLID 2**

S U B S T A N C E

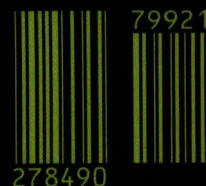
**THE OFFICIAL STRATEGY GUIDE**

"Buy this guide and discover all the experiences Hideo Kojima wanted us to enjoy in the game..."

amazon.co.uk review ★★★★★ 18-04-2002

"A wicked winner if I ever saw one..."

amazon.co.uk review ★★★★★ 10-03-2002



"Easily the best strategy guide that I have read so far..."

Email from a guide user 08-04-2002

"Your guide turns the game into so much more..."

Email from a guide user 08-04-2002

"Your editors are truly pros!"

Hey, the guide feels, smells and looks like the awesomest book I've ever laid my hand on, it has the most in-depth stuff I've ever read, and it is the best print job I've ever seen to boot! Your editors are truly pros! Two thumbs up!!!!"

Email from a guide user 08-04-2002

"TRULY AWESOME!!!"

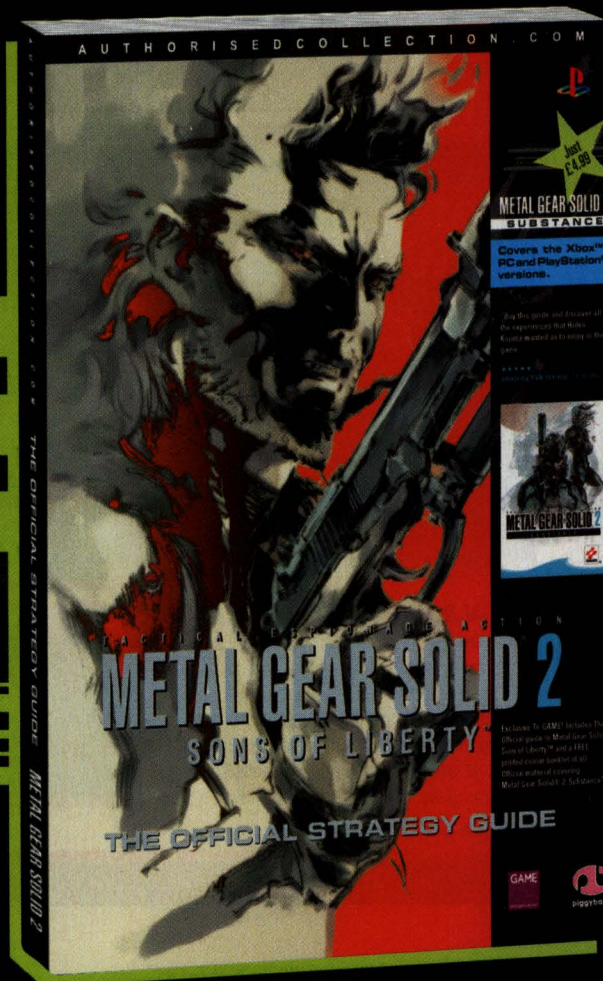
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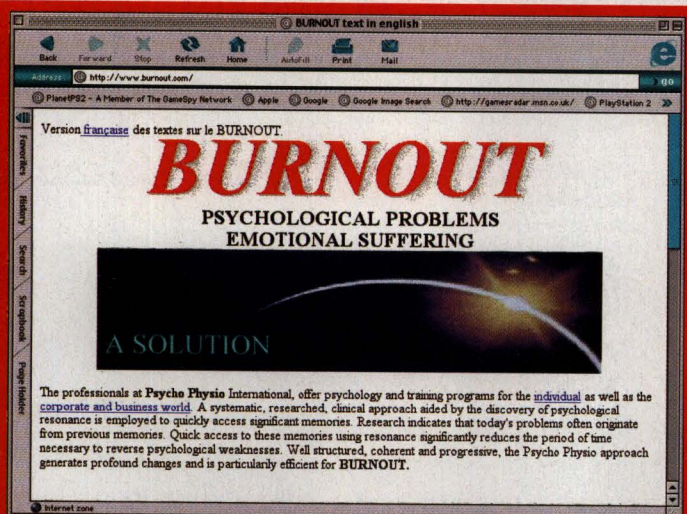
www.game.uk.com

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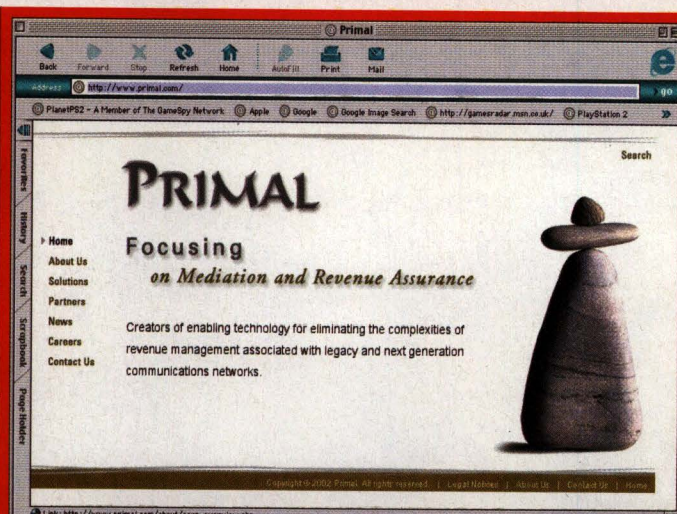
## THE BIG PICTURE

## WHAT?.COM

**www.burnout.com**

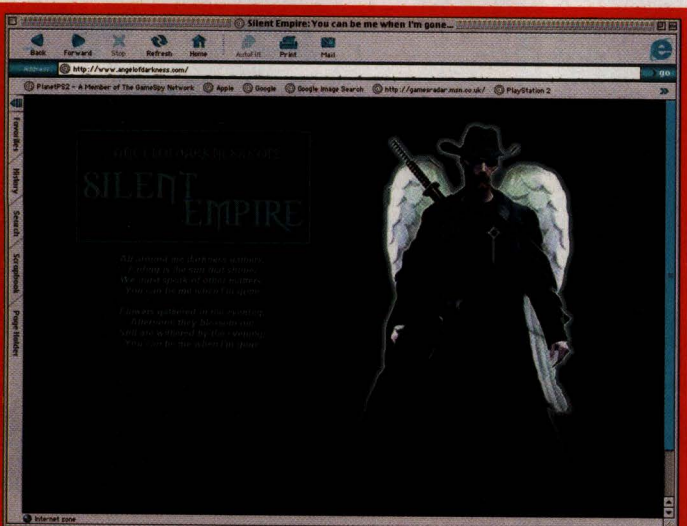
**What you get:** Mental burnout as opposed to supercharged turbo burnout. Peddles the wares of Psycho Physio, a Quebec-based company that helps beat stress in the workplace. Also deals with 'brownout' – a problem that newcomers to *Burnout* (the game) may also experience.

**Real Web site?** [www.acclaim.com/games/burnout](http://www.acclaim.com/games/burnout)

**www.primal.com**

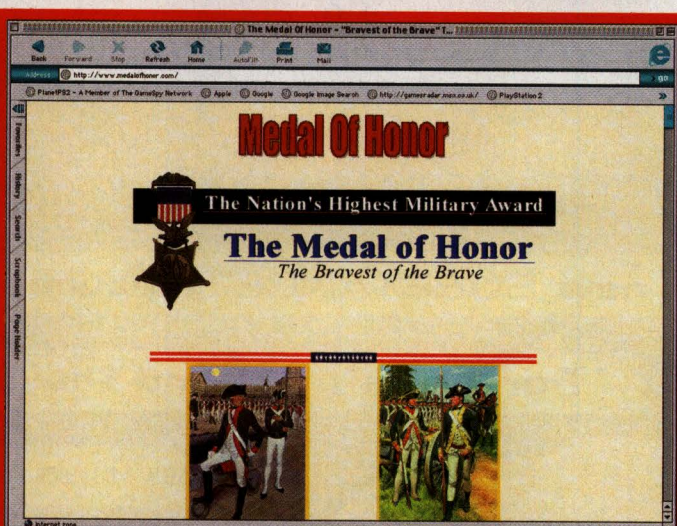
**What you get:** We zoned out soon after reading the words 'meditation and revenue assurance'. A site featuring some of Jen's 'revenues' would have been far more exciting than this. Instead, the only pictures to look at here are of piles of pebbles and cave art. Next!

**Real Web site?** [www.primalgame.com](http://www.primalgame.com)

**www.angelofdarkness.com**

**What you get:** Now this is creepy. For a second you might think it's an AOD fan site, until you read the haunting poem on the front page, accompanied by a picture of a cowboy with angel wings and a samurai sword. At which point the loony bells start ringing and we slowly (click) back away..

**Real Web site?** [www.tombrainer.com](http://www.tombrainer.com)

**www.medalofhonor.com**

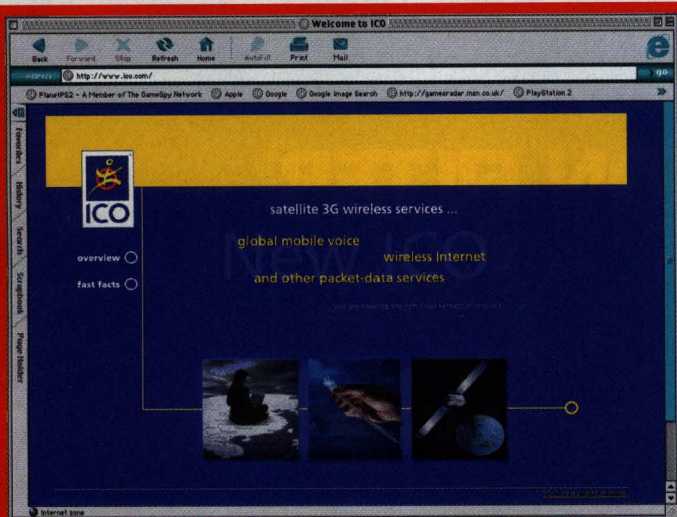
**What you get:** Slight relevance here in that the site is about war. And it's been made by Americans. No sign of Jimmy Patterson, but there is reference to the 3,459 men to have received the congressional Medal Of Honor – something he would have qualified for.

**Real Eeb site?** [www.ea.com/eagames/official/moh\\_frontline](http://www.ea.com/eagames/official/moh_frontline)





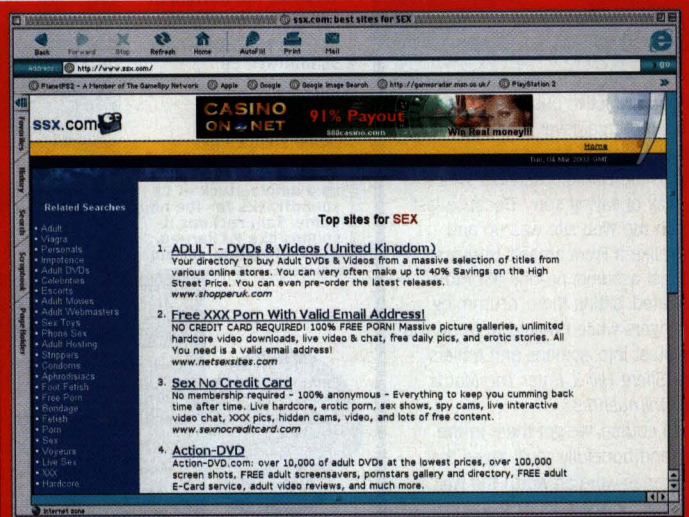
You thought [www.ffx.com](http://www.ffx.com) would contain info on your favourite RPG, right? Wrong. It's a flesh site. But it's not the only game name to yield surprising results when typed into your Web browser...



### www.ico.com

**What you get:** A horrible bright blue page babbling on about wireless technology and 'packet-data'. Where's the ethereal music and washed-out elegance of the game we know and love? We didn't want to buy a satellite, we wanted to download Yorda lingerie wallpaper!

**Real web site?** [www.icothegame.com](http://www.icothegame.com)

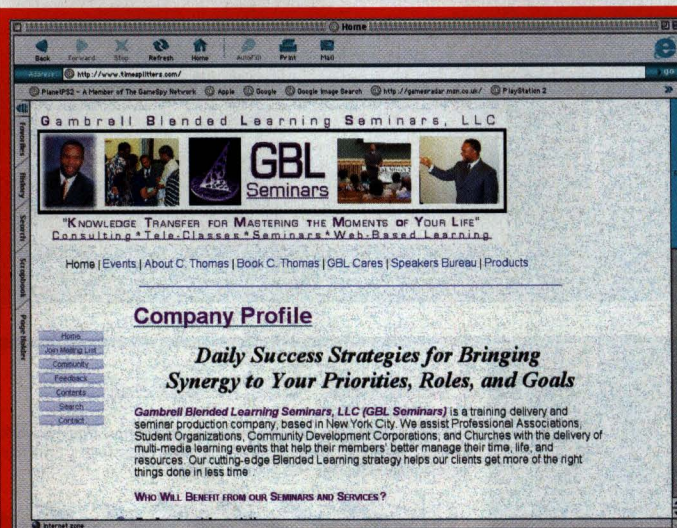


### www.ssx.com

**What you get:** So you were looking for [sex.com](http://sex.com) and accidentally typed [ssx.com](http://ssx.com) instead. Easily done – especially when your hands are a bit sweaty. No bother, this site is a handy links page for 'sex' sites, with not a hint of snowboarding to cool your urge.

**Real Web site?**

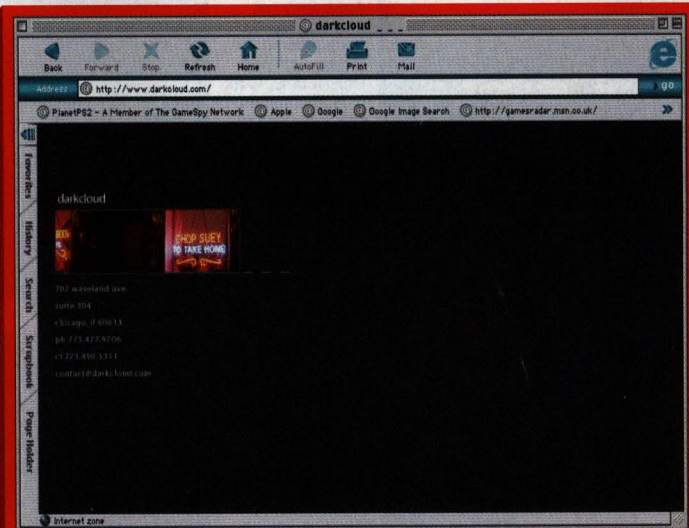
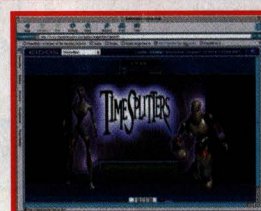
[www.playstation2.ea.com/gamepage\\_ssx.html](http://www.playstation2.ea.com/gamepage_ssx.html)



### www.timesplitters.com

**What you get:** Somewhat predictably, this is not the official game site (and, in fact, neither is [www.timesplitters2.com](http://www.timesplitters2.com)). It's a really badly designed homepage for a US company that specialises in time management lectures (see what they've done there?). When will we learn?

**Real Web site?** At [www.eidosinteractive.com](http://www.eidosinteractive.com)



### www.darkcloud.com

**What you get:** A noodle bar in Chicago. If we could have made the links work there would probably have been some sweet pictures of chop suey and teriyaki beef. A world away from dungeon-based spell casting and village building.

**Real Web site?**

[www.us.playstation.com/games/SCUS-97111](http://www.us.playstation.com/games/SCUS-97111)







Working with technology is like living with an attractive but dangerously temperamental lover. Peachy when things are going fine; a complete pain in the Harris otherwise. Which is my way of saying sorry. Because last month the Web site was up and down like a Frenchman's trousers. But rest assured, no-one felt more frustrated: sitting there, drumming my fingers while I waited to bring you the latest info, screens and trailers from *Silent Hill 3*, *Enter The Matrix* and *Onimusha 3*.

Of course, we got there in the end, and hopefully you'll agree that the stories were all worth the wait. The kinks in the system have now been ironed out (crosses fingers, kisses lucky rabbit's foot) meaning we'll keep cracking out liquid videogame gold, and you'll keep visiting the site. Sounds fair? Just taking care of business, ma'am...

*Tim* x

Tim Clark,  
Online Editor

## cool sites

Another month, another interactive menage-a-trois. Three more fragrant sites...

### ONIMUSHA 3

In case you haven't been paying attention: it's got bloody Jean Reno in!

www.capcom.co.jp/onimusha

### PRIMAL ART

Exhibition featuring art from the game and chintz-stroking seminars? Yes please.

www.primal-art.com

### FIRE WARRIOR

The next person to take the piss out of us playing WH40K gets a Power Fist in the chops.

www.firewarrior.com

### EBAY WATCH

Scraping the bottom of the online bargain bin.

DESCRIPTION: *Silent Hill* soundtrack CD

PRICE: £14.99

LOCATION: www.ebay.co.uk

Konami recently sent us a whole stack of CD soundtracks for the new game. Sam reckons it sounds like PJ Harvey. He is, of course, wrong.

**NEXT MONTH**  
on uk.playstation.com we'll be looking forward to the megasm that is E3. Don't miss it...

The Official Ninja Webpage



### BOOK MARKED REAL ULTIMATE POWER

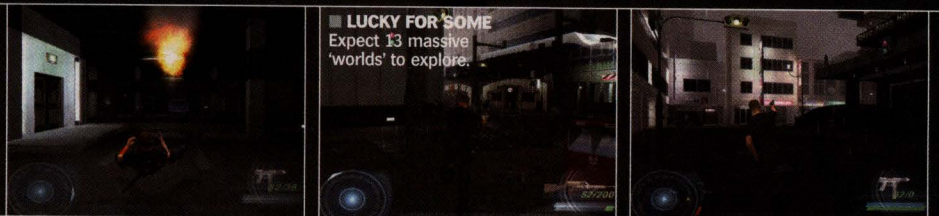
Apparently run by pasty-faced, slack-brained teenagers, The Official Ninja Web page is a spoof site dedicated to the Japanese assassins who "totally flip out and kill people, like, all the time." Let's not waste both of our time by telling you why it's funny - it just is. Go visit, and check out the Flash banner at the top of the page advertising a casino where "winners get their heads cut off by ninjas." Sweet.

www.realultimatepower.net

**GOTO**  
uk.playstation.com

As online gaming arrives, expect some major changes very soon.

# uk.playstation.com



## SYPHON FILTER STORMS PS2

Vintage action series gears up for online assault.

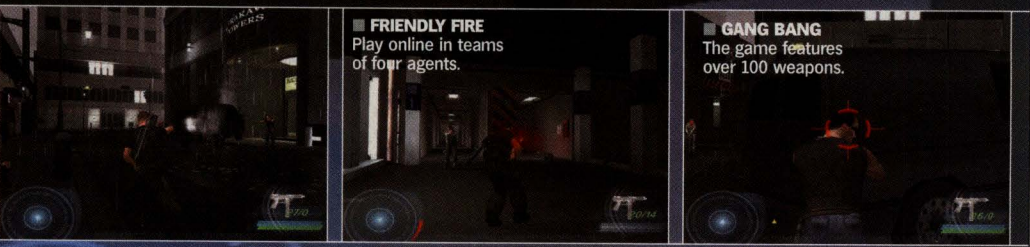
**REMEMBER HOW IT** felt the first time? You're psyched up for the final battle against a sausage-munching terrorist when Gabe Logan stumbles across a cache of gas grenades. One well-timed throw later and - gak! - it's all over for Fritz.

Counter-terrorism suddenly got a whole lot cooler. Blending gung-ho action with a smattering of realism might've made *Syphon Filter* look like a *Metal Gear* copyist, but its lock-on targeting and instant-death headshots marked the original game out as an innovator. And now the PS2 follow-up has finally broken cover. It's called *Syphon Filter: Omega Strain* and the explosive news is that it's online enabled. Due across the pond this autumn, the game features a networked Multiplayer mode and a

massive solo campaign for those of you who live beyond broadband's techno-tentacles.

The other info-bang is that it's being pitched as the final instalment in the series. Contrary to reports elsewhere, Gabe is in the game, but you won't be able to play him. Instead, players create their own characters.

Recent advances in the stealth 'n' shoot genre clearly haven't gone unnoticed by the development team at Sony Bend. Taking its cue from *Splinter Cell* you can create cover by shooting out light sources and lug around the bodies of 'neutralised' hostiles. *Omega Strain* also supports the SOCOM headset, but our sources suggest gameplay geared towards co-operative stealthy. Move-and-fire, double-tap, he's going down. □



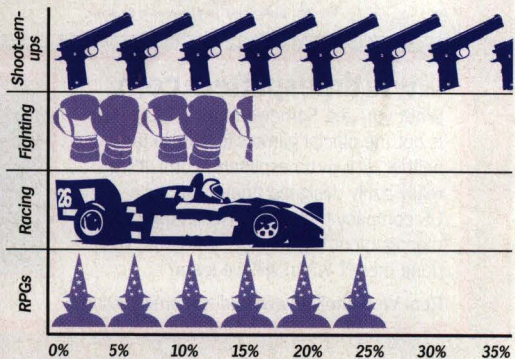
**FRIENDLY FIRE**  
Play online in teams of four agents.

**GANG BANG**  
The game features over 100 weapons.

## head-to-head

Stop Taking the PES

**THE QUESTION WAS** 'which genre will benefit most from network gaming?' Obviously, the answer should have been sports. Erm, have we mentioned we like PES yet this month?



**COLD STEEL** Another classic series goes online.

### CAPCOM GHOSTS ONLINE




Smite rival console owners over the Web? It's every fanboy's fantasy!

**WHO CAN RESIST** a bearded man whose clothes fall off at the slightest provocation? Not us, that's for sure. Which is why we're tickled fuchsia that Capcom is working on a networked version of *Ghouls 'N' Ghosts*. It's due for release next spring in Japan, which explains why these shots look a bit rough and ready. The game is pitched at the action end of the online RPG market and, interestingly, it's a multi-format release meaning players of every persuasion will be competing/co-operating together.



# CRUISIN' FOR A BRUISIN'!

# CRUSH HOUR™

GET READY FOR A NO HOLDS BARRED BATTLE WHERE THE  SUPERSTARS TRADE IN THEIR MUSCLES FOR CARS. ALL YOUR FAVOURITE  MATCHES ARE HERE, INCLUDING CAGE AND HARDCORE PLUS MANY MORE. SO GET READY TO BATTLE IT OUT FOR SURVIVAL BEHIND THE WHEEL. THIS IS FUEL-INJECTED  AT ITS BEST.



 NINTENDO  
GAMECUBE™  
PlayStation 2

JAKKS PACIFIC  
INC.

THQ

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**"A WEEK BEFORE IT HIT THE SHELVES, I THOUGHT, 'OH MY GOD. IS THIS GOING TO SELL?'"** MUSIC 3 BOFFIN TALKS, PAGE 30

# THE OPS2 CHALLENGE!

Rewarding PS2-related stupidity with hard cash every month!

**WE ASKED YOU TO DO** things for cash. And you did. You bunch of scroungers! Now we're faced with the complicated task of allocating the readies. As we've always said in the rules, entry doesn't guarantee you'll win the cash, so some people will undoubtedly be disappointed. Sorry, and well done for trying. Here are this month's winners and an updated totalizer.

And remember: the list isn't definitive – if you come in with something else let us know and we'll name a price. ☐ GW

**JIMMY WHITE!** He reads OPS2. Well done Thomas Carter from Tamworth.

**£100**

**XBOX SUCKS** Simon and Michael Read staged an anti-Xbox campaign. Nice one.

**£300**

**RAYMAN TATTOO** Ian Gale got a Rayman tattoo done. We're all going for Army Men ones next week.

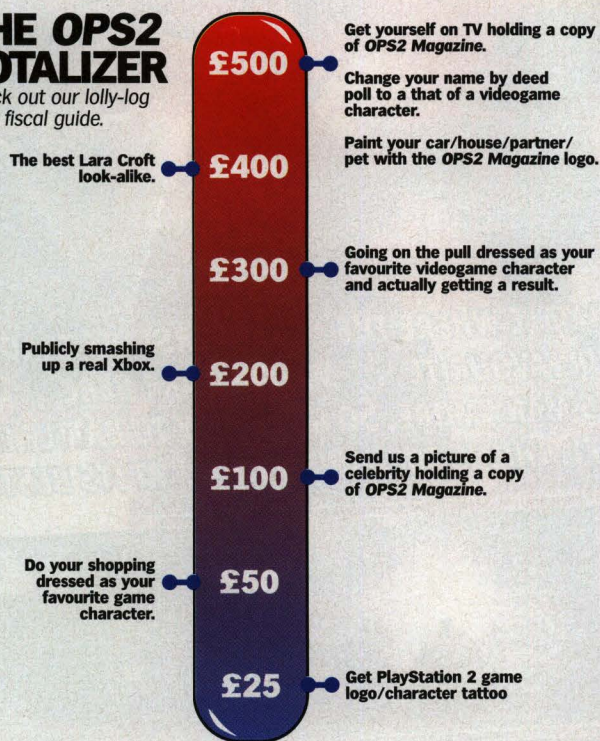
**£25**

**NEXT MONTH**

To celebrate the launch of Tomb Raider we're giving at least £400 to the best Lara Croft-alike. Send a photo of your sister, girlfriend, mum – we don't care. And if any blokes want to dress up as Kurtis Trent, we might bung you £50. Get snapping!

## THE OPS2 TOTALIZER

Check out our lolly-log for a fiscal guide.



### RULES

1. The Editor will have the final decision on who gets the money each month. Doing the stunt doesn't necessarily guarantee you'll win. Someone might do it better than you, see?
2. A total of £500 will be up for grabs each month. Once that's allocated, that's it. No moaning. We're not obliged to give away all the money every month if we decide not to.
3. Adequate photographic or video (VHS) evidence will be required to stand any chance of winning. Don't try cheating – we'll be able to tell. We won't be able to return any supplied evidence.
4. OPS2 will not be held responsible for personal injury, damage to property or personal pride as a result of completing any task for the OPS2 challenge.

**Send entries to:**  
The OPS2 Challenge  
Official PlayStation 2 Magazine  
Future Publishing  
30 Monmouth Street  
Bath, BA1 2BW

Or send an email to  
PS2@futurenet.co.uk

This month the carnivorous gobshite chops up The Sims. Yes, that's right, all of 'em.

# THE BUTCHER

**FANCY SPENDING A FEW** hours cleaning up other people's piss and listening to them talk crap? Get a job in an old people's home. At least you'll be paid for the privilege. Otherwise pick up a copy of *The Sims* and get ready for a unique and original gaming experience. Sorry, I must've eaten a lamb pasty that was on the wonk. It's actually the most brain-mincingly boring experience this side of finding yourself trapped (and unarmed) in the same room as Iain Duncan Smith, Phil Neville and Mel C.

Call me a romantic old fool – get fresh and I'll cut your knackers off, mind – but games are supposed to be about escaping life's crushing monotony. Driving nitrous-snorting hotrods through the sound barrier, vaporising entire alien civilisations for 'looking funny' and going in two-footed on Roy Keane – that's frigging entertainment, my friends. Cooking and cleaning? Quite literally, for the birds.

But what fries my suspiciously spongy brain is why, with the shelves heaving with indecently tasty fare, anyone wants to play a clean-'em-up? "But there's more to it than that!" you bray, like a fat calf on its way to the slaughterhouse. And you're absolutely right. There's the thrill of throwing a party so dull your shame-faced parents would probably offer to pay for a stripper. And don't forget all those hilarious romantic misunderstandings. Laugh? I almost stuck my hands in the bacon slicer.

*The Sims* does have one redeeming feature, and it's not the chance to watch poorly-drawn characters soap their pixellated asses in the shower. No, the only reason for its existence is to act as irrefutable proof that PC gamers are a bunch of chin-stroking poindexters who wouldn't know a real game if it poured battery acid over their hard drives while whispering suggestive things about their sisters. Hey, you're either part of the solution...

**STROKE MY CHIN**  
**IRREFUTABLE PROOF THAT PC GAMERS ARE A BUNCH OF POINDEXTERS**



# incoming

The most accurate release schedule in the biz.



■ **GOING GREEN** Being angry on PS2 in June.

May	Genre	Publisher
A Sound Of Thunder	Action	Bam! Entertainment
Black & Bruised	Boxing	Majesco
Blood Rayne	Action/adventure	Majesco
Club Football	Football sim	Codemasters
Dancing Stage Megamix	Dancing	Konami
Def Jam Vendetta	Wrestling	EA
Die Hard: Vendetta	FPS	NDA
Enter The Matrix	Action/adventure	Infogrames
F1 Career Challenge	Racing	EA Sports
Indiana Jones And The Emperor's Tomb	Action/adventure	Activision
Indy Racing League	Racing	Codemasters
Perfect Ace Pro Tennis Tournament	Tennis sim	Oxygen
Raging Blades	RPG	Wanadoo
RTX Red Rock	Action/adventure	Activision
Rygar: The Legendary Adventure	Action/adventure	Wanadoo
Shinobi	Action	SCEE
Silent Hill 3	Survival horror	Konami
SOCOM: US Navy SEALs	Combat sim	SCEE
Speed KINGS	Driving	Acclaim

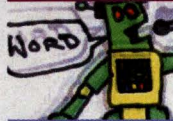
June	Genre	Publisher
Dark Chronicle	RPG	SCEE
D&D Heroes	RPG	Infogrames
Evil Dead: A Fistful Of Boomstick	Action/adventure	THQ
Hardware Arena	Online action	SCEE
The Hulk	Action	Universal
Ice Nine	Action/adventure	Bam! Entertainment
Lara Croft Tomb Raider: The Angel Of Darkness	Action/adventure	Eidos
Kaan	Beat-'em-up	Dreamcatcher
Mace Griffin: Bounty Hunter	FPS	Black Label
Racing Simulation 3	Racing	Ubi Soft
Red Dead Revolver	Action	Capcom
Return To Castle Wolfenstein	FPS	Activision
Rise To Honor	Action	SCEE
Wakeboarding Unleashed Feat Shaun Murray	Extreme sports	Activision
Tribes: Aerial Assault	FPS	Sierra
WWE Crush Hour	Driving/action	THQ

July	Genre	Publisher
Aliens Vs Predator: Extinction	RTS	EA
Amplitude: Frequency 2	Rhythm action	SCEE
Backyard Wrestling	Beat-'em-up	Eidos
Beach Volleyball	Sport sim	Acclaim
Beyond Good & Evil	Platformer	Ubi Soft
Breath Of Fire V	RPG	Capcom
Crouching Tiger, Hidden Dragon	Beat-'em-up	Ubi Soft
Disney's Extreme Skate Adventure	Extreme sports	Activision
Freedom: Battle For Liberty Island	Action/adventure	EA
Futurama	Adventure	SCI
Gio Gio's Bizarre Adventure	Action/adventure	Capcom
Gladius	Strategy	Activision
Sphinx	Adventure	THQ
Soul Calibur II	Beat-'em-up	EA
True Crime: Streets Of LA	Driving/action	Activision
Twisted Metal: Black Online	Driving/action	SCEE
Virtua Fighter 4 Evolution	Beat-'em-up	Sega

TBC 2003	Genre	Publisher
Aero Elite: Combat Academy	Action	Sega
Alter Echo	Adventure	THQ
Area 51	Adventure	Midway
Baldur's Gate: Dark Alliance II	RPG	Interplay
Batman 2	Action	Ubi Soft
Batman: Dark Tomorrow	Action	Kemco
Beyond Good & Evil	Platformer	Ubi Soft
Blow Out	Shoot-'em-up	Majesco
Broken Sword: The Sleeping Dragon	Adventure	THQ
Castlevania	Platformer	Konami
Celebrity Deathmatch	Beat-'em-up	Take 2
Charlie's Angels	Action	Ubi Soft

**RADAR**  
Tracking the progress of game-shaped projectiles.

## OUT NOW



**MUSIC 3000**  
A game we've been spending a lot of time with over the past few months. Mainly to trying construct something that resembles a piece of music.

## OUT SOON



**ICE NINE**  
We went hands-on with this stealth shooter and were impressed enough to give it another mention. (See Monitor Update for more)

## MILES OFF



**FAR CRY**  
We're actually being naughty for mentioning this here (sorry Ubi Soft). Although completely unconfirmed for PS2 (for the moment) it looks great in the PC footage we've seen. It'll come. Trust us.

Conflict: Desert Sabre	Action	SCI
Curse	Adventure	Wanadoo
Cy Girls	Action	Konami
Dead To Rights	Action	TBC
Defender Of The Crown	Action	Cinemaware
DekaVoice	Adventure	SCEE
Destruction Derby Arena	Driving	SCEE
Dragon's Lair 3D	Action	Encore
Driver 3	Driving/action	Infogrames
Dynasty Warriors 3: Xtreme Legends	Action	Koei
Enclave	Adventure	Swing!
EverQuest Online Adventures	Online RPG	TBC
Extreme Pool	Pool sim	TBC
EyeToy: Play	Camera game	SCEE
Fallout: Brotherhood Of Steel	Adventure	Interplay
Fear Effect 3	Adventure	Eidos
Final Fantasy X-2	RPG	SCEE
Fire Warrior	FPS	THQ
Four Horsemen Of The Apocalypse	Action	3DO
Freaky Flyers	Flight action	Midway
G1 Jockey 3	Horse racing	Koei
Ghosthunter	Adventure	SCEE
Gladiator	Beat-'em-up	Midway
Good Cop, Bad Cop	Adventure	TBC
Judge Dredd: Dredd Vs Death	Action	Rebellion
King Of Route 66	Driving	TBC
Mafia	Action/adventure	Take 2
Malice	Platformer	Sierra
Medal Of Honor: Rising Sun	FPS	EA
Mission Impossible: Operation Surma	Action	Infogrames
My Street	Party game	SCEE
NBA Ballers	Basketball sim	Midway
NBA Starting Five	Basketball sim	Konami
Pillage	RPG	TBC
Pitfall Harry	Adventure	Activision
Manhunt	TBC	Rockstar
Pterosaur	Adventure	TBC
Resident Evil Dead Aim	Lightgun game	Capcom
RoboCop	Action	Titus Interactive
Seven Samurai	Action	Sammy
Shadow Of The Sun	FPS	HotHead
Shoot To Kill	FPS	Codemasters
SplashDown 2	Racing	THQ
StarCraft: Ghost	Action	Blizzard
Starsky & Hutch	Driving/action	Empire
Sulkoden III	RPG	Konami
Syphon Filter Omega Strain	Online action	SCEE
Tak And The Power Of Juju	Platformer	THQ
The Great Escape	Action/adventure	SCI
The X-Files: Resist Or Serve	Survival horror	Sierra
This Is Football 2004	Football sim	SCEE
Thorgal: Odin's Curse	RPG	Adventure Company
Tom Clancy's Rainbow Six: Raven Shield	Action	Ubi Soft
Unlimited Saga	RPG	TBC
Urban Freestyle	Extreme sports	Acclaim
World Rally Championship Online	Online racing	SCEE
Xenosaga	RPG	TBC
XGRA	Racing	Acclaim
XIII	FPS	Ubi Soft
ZOE: The 2nd Runner	Mech action	Konami

TBC 2004	Genre	Publisher
Far Cry	Action	Ubi Soft
Glass Rose	Survival horror	Capcom
Gran Turismo 4	Racing	SCEE
Kin	Online FPS	SCEE
Onimusha 3	Action	Capcom
Onimusha Buralden	Beat-'em-up	Capcom
Resident Evil Online	Online adventure	Capcom
Star Wars: Galaxies	Online RPG	Activision
X-Men Legends	RPG	Activision



**NAUGHTY BEARD**  
We ask, "Where the hell did that game get to?" And a developer replies...

The **Batman: Dark Tomorrow** saga continues. It's now changed publisher and disappeared off release schedules for PS2. Will it come out? Ever? Do you really care? Probably not. Let that be a lesson to all you naughty beards.

KEY: FPS = First-person shooter. RPG = Role-playing game. Mech = Japanese robots



**■ WRIGHT STUFF** It can be hard making these developer types look sexy, but at least Tim's having a go.

## MUSIC 3000 BLOKE!

# TIM WRIGHT

OPS2 has a good sing-a-long with the man behind the *Music*.

### Have you always been musical?

I guess I must have. I've still got a tape recording that my Dad made when I was three years old. Hopefully I've improved over the years?

### Have you ever been a pro musician?

I spent four years as a professional musician at Psynosis Liverpool, writing music for a living. As for being in bands, I've been in four or five, done live gigs and engineered and produced recordings.

### What was your initial inspiration for the first *Music* game?

I've always loved the fact that home computers offer a really cheap way into sequencing music. My first taster was a Commodore VIC20 – I wrote some very basic software and got it to play Greensleeves in three-part harmony.

I think what we've done with *Music* has surpassed my early ambition though, my new mission is to introduce people who have no prior musical inclination to the fun of creating their own thing.

### Did you expect *Music* to be successful?

It never really entered my head until the week before it hit the shelves! I suddenly thought, "Oh my God. Is this going to sell?" I'd been so wrapped up in creating it, I hadn't stopped to think about sales figures. Thankfully it sold over 400,000 copies in Europe.

### Do you think you've taken *Music* as far as you can with *Music 3000*?

In a word, no. When I design each version I start off with a stack of features and blue-sky concepts. I have some

knowledge of programming and graphics as well as music, so I can make an educated guess at what we can squeeze out of each console, but it's not always that straightforward. Some features would take years to develop and some aren't permitted under manufacturer guidelines.

### How do you feel about the whole *Fame Academy*/*Pop Idol* phenomenon?

The winners, and even some of the runners-up get their five minutes of fame and maybe, just maybe, a shot at a successful career. The deals they enter into may not be the greatest ever, but then they are less likely to run into the problems that face new acts coming up through regular A&R channels.

## "I'LL JOURNEY TO THE LAND OF BRIAN BLESSED, BUT RARELY TO THE REALMS OF HOT WAX"

### What's playing on your car stereo at the moment?

I've got a ten-disc changer with four dance compilation CDs from 2000-2003, Leftfield's *Leftism*, Sting's *Greatest Hits*, Nik Kershaw's *15 minutes*, Future Sound Of London, a Jean Michel-Jarre Compilation and a CDR with some of my latest compositions

### How's the beard coming along?

Most days it's a Noel Edmonds. On occasions I journey to the land of Brian Blessed, but rarely does it enter the realms of ZZ Top. ☐ GW

## CURRICULUM VITAE

Name: **Tim Wright**  
Job title: **Creative Director, Jester Interactive**  
Nationality: **Welsh**  
Date of birth: **31/07/67**

Selected Gameography:  
**Shadow Of The Beast II and III** (1992/3)  
**Sensible Soccer** (1993)  
**Lemmings** (1994)  
**Second Samurai** (1994)  
**WipEout** (1995)  
**WipEout 2097** (1996)  
**Colony Wars** (1997)  
**Destruction Derby 2** (1997)  
**Formula 1** (1998)  
**Music** (1998)  
**Music 2000** (1999)  
**MTV Music Generator 2** (2001)  
**Super Trucks** (2002)  
**Music 3000** (2003)

Hobbies:  
**Music, motorcycling, computer games, tarot, photography**

Favourite directors:  
**Stanley Kubrik, Steven Spielberg, Sam Raimi**

Favourite authors:  
**Douglas Adams, Terry Pratchett**

Favourite musical artist:  
**None. More of a 'songs' person**

**GO TO:**  
uk.playstation.com

■ Head on over to the site and check out Mr Wright's full spoken symphony.



# STOP PRESS...

Midway just told us about its new product line-up for 2003: *Narc*, *Spyhunter 2*, *The Suffering* and *ESpionage*. More on these games next month.

## ANTI-HEROES

The stealth backlash starts here! Don't be covert! Make an entrance!

**SAM FISHER, SOLID SNAKE**, Rikimaru from *Tenchu*, old baldy from *Hitman 2* – all of them made their name from sneaking up on people and hiding in cupboards. Some people say this makes them look hard. We reckon it's just the easy option, avoiding confrontation, making sure they don't get hurt. They're a bunch of wusses.

Imagine a game hero who could be heard a mile away, who always sets off alarms, who was essentially just a big

fat clumsy oaf. You don't have to imagine anymore. He's here. Ladies and gentlemen, we introduce Randy Cacophony – he couldn't sneak up on a corpse.

Not only does he turn up to missions in an ice cream van, he brings his one-man band setup with him. He's lit up like a Christmas tree, tows a squeaky trolley with his kit in (a blunderbuss and dynamite) and has 17 mobile phones. To cap it all he's got a peg leg and suffers from Tourette's. He's completely useless, but we love him. **GW**

**■ NOISY RANDY**  
They can hear him in El Salvador.



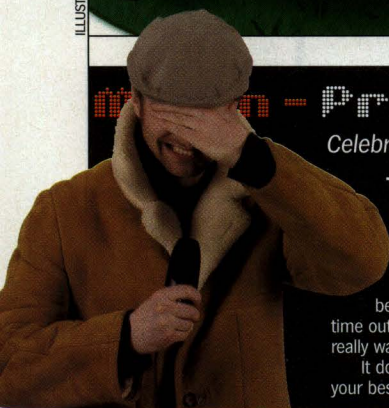
ILLUSTRATION: EDDIE YOUNG

## THE SPY CHART

THIS MONTH	LAST MONTH		
1	37	<b>FITZ'S MEAT HELMET/BACON TABARD COMBO</b> HOW IT SMELLED AND HOW WE LAUGHED.	<b>TROPHY WINNER!</b>
2	29	<b>SYPHON FILTER OMEGA STRAIN</b> FINALLY, AN ONLINE GAME TO GET EXCITED ABOUT.	<b>WWW. EATLEAD/US.COM</b>
3	12	<b>EA'S FREEDOM GAME HITMAN 2</b> BUT WITH COMMIES AND THE STATUE OF LIBERTY. SKILL.	<b>NO REDS!</b>
4	15	<b>STEVEN SEAGAL</b> HE COULD'VE BEEN THE NEW STAR OF ONIMUSHA 3. IF HE HADN'T ASKED FOR SO MUCH MONEY.	<b>MONEY GRABBER</b>
5	76	<b>BLOCKBUSTER</b> FREE COPIES OF VICE CITY AND MINORITY REPORT FOR TIM AND GEORGE. MARK AND FITZ GET NOWT.	<b>WHAT A STEAL!</b>
6	44	<b>WYATT'S BRAIN.</b> IT NEARLY EXPLODED. WE SH'T YOU NOT.	<b>HEALTH WARNINGS!</b>
7	-	<b>DEVIL MAY CRY 2 BELTS</b> WE'RE ALL WEARING THEM ROUND THE OFFICE. WHAT A BUNCH OF CLOWNS WE ARE.	<b>STYLING!</b>
8	33	<b>E3 TIGHT DEADLINES</b> MEAN WE HAVE TO WRESTLE NAKED TO DECIDE WHO GOES.	<b>THE CLEVER MONKEYS ON FITZ</b>
9	-	<b>KICKING THE PRO EVO 2 HABIT.</b> NO PLAY FOR A WHOLE WEEK AND COUNTING.	<b>SOB!</b>
10	-	<b>THAT GT4 COVER</b> YOU MIGHT'VE SEEN NEXT TO OPS2. HA, HA, HA, HA, HA.	<b>BOO!</b>

## Pro Evolution Soccer 2 - Goal Of The Month - Pro

Celebrating the beautiful game with our monthly goal rundown.



**TO BE HONEST**, we haven't had the chance to play much Pro Evo 2 this month. It's been our prerogative to try and ween ourselves off the beautiful, beautiful game. Why? Mainly because it was taking far too much time out of our lives. To the point where it really wasn't very funny anymore. It doesn't stop us wanting to watch your best goals though. Which is why

we've set up the OPS2 Goal Of The Month compo. It's simple: score a screamer, commit it to video and mail it to us. If it wins you get the satisfaction of seeing your goal on our cover DVD. And we'll throw in a free game too. How's that?

Here's what to do

1. Score a humdinger of a goal.
2. Save it to your Memory Card (Press **△** during the replay).

3. Record it onto a blank VHS video by plugging a scart cable from the PS2 into the back of your video player. (Sorry, we can't return tapes).

4. Put it into a big envelope, with a brief description of the goal.

5. Send it to the address below:

OPS2 Goal Of The Month,  
Official PlayStation 2 Magazine,  
30 Monmouth Street, Bath BA1 2BW

**■ BECKS APPEAL** Mohican man scores again.





# SIX OF THE BEST?

Oh come on, they could be the games of the year...

**WE DON'T WANT TO LEAVE** anything out. That's an English fact. We don't think you want us to skip anything either – which is why we're committed to cramming, elbowing and punching every PS2-shaped fact, fancy and whimsy onto these pages. Hence this gabbler of bobs and bits. A satchel

of sods and odds plucked from the laser's edge of PS2 tomorrowness. Some could be good; some will almost certainly be badder than that. Go on, you have a guess – can you spot any hits of 2003 amongst this lot? ☐ SP



## The Italian Job

**Publisher:** Eidos **ETA:** Summer 2003

**The gist:** Based on the forthcoming remake (Oh good Christ) of the 1969 classic. Rumoured to feature New Mini Cooper action.

**The gen:** Information is sparse but obviously driving Minis about (presumably) LA will feature heavily. We also hazard a guess that the pivotal plot notion of switching traffic lights to confound enemies will appear.

**Chances of goodness?**

## SHOOTING GALLERY

More bang for your buck. All the latest news for FPS fans

SCEE remains tight lipped over its 'Halo-beating' FPS *Kin* although we know it's definitely online and it'll be out in early 2004... Vivendi has revealed that angry wordsmith and singer Henry Rollins will provide the voice overs for *Mace Griffin: Bounty Hunter*.



## Alias

**Publisher:** Acclaim **ETA:** Winter 2003

**The gist:** Based on the secret-soaked Channel 4 demi-hit revolving around a foxy undercover CIA operative who puts the 'ass' into assassin.

**The gen:** It's gonna be a third-person adventure in which players inhabit the sexual parts of lead chick, Sydney Bristow. Expect stealth, time-based objectives, über-tech weapons and global locations.

**Chances of goodness?**



## Reservoir Dogs

**Publisher:** SCI **ETA:** Winter 2003

**The gist:** Based (yep, that word again) on Quen'chin' Tarantino's 1992 suits-and-savagery romp. The diamond store take-down will make a good game, but what of the rest?

**The gen:** You'll be able to play all six of the colour-coded felons or be a cop. There will be driving and shooting mayhem, and if there isn't a hidden character called Mr Black we'll be bloody surprised.

**Chances of goodness?**



## Freestyle: MetalX

**Publisher:** Midway **ETA:** Autumn 2003

**The gist:** Apparently, it'll afford the player 'anarchy in motocross' – a phrase that sounds suspiciously like OTT excite-a-tronic Americano bilge to us.

**The gen:** Eight huge levels, two bonus worlds, unlimited stunt system, customisable elements, innovative mini-games and other details that are too Stateside-woo-hoo-whiney to print.

**Chances of goodness?**



## Gladiator: Sword of Vengeance

**Publisher:** Acclaim **ETA:** Winter 2003

**The gist:** It's the year 106AD. The Roman Empire is on its uppers as the Emperor Arruntius sucks all its wealth away via vice and hedonistic excess.

**The gen:** Large areas of Rome are flattened to make room for mad-ass gladiator games. Expect a variety of weapons, combat, pagan barbarity and everyone's favourite: labyrinths.

**Chances of goodness?**



## Templar

**Publisher:** TDK **ETA:** Winter 2003

**The gist:** It's a third-person fantasy adventure set within medieval Europe involving a holy crusade to join an order in the Holy Land.

**The gen:** You'll be packing the trad-weaponry of the period – namely a sword, an axe, a bow and a shield. Less interestingly, your character is called Paul de Raque.

**Chances of goodness?**

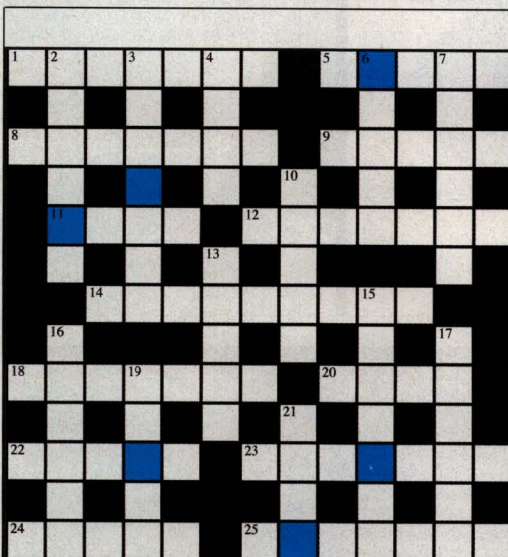
## BLUE LINES

Short but sweet PS2 snippets heard by the Ear Of Truth.

Oh la la! While SCEE is not releasing Space Channel 5 Part 2 you can still buy the kitsch rhythm action game from [www.amazon.fr](http://www.amazon.fr)



Activision announces Disney's Extreme Skate Adventure. But wait. Before you scowl, hear this – it utilises the Tony Hawk's engine.



ANSWERS WILL APPEAR IN OPS2#34

## OPS2#32 ANSWERS

Answers Across  
5. Manager 6. Birds 9. Dark 10. A Sound of 11. Reign 13. Frogger 15. Thunder 17. STAPs 20. American 21. Lair 22. Drive 23. Beckham

## PlayStation 2 crossword

BROUGHT TO YOU BY INFOGRAAMES/ATARI

Complete the puzzle then take the letters from the shaded squares and unscramble them to form the 'killer' prize word. Once you've got it, send it to us to win a prize. Details on the right.

### ACROSS

- 1 Surname of the Pro BMX 2 star. (7)
- 5 Squad-based 'Recon' action, Clancy-style. (5)
- 8 Wide Open, 4x4s from Test Drive's fold. (3-4)
- 9 The Shadow Of \_\_, disappointing stealthier. (5)
- 11 Tiger Woods PGA \_\_ 2003, great golfing. (4)
- 12 \_\_ Metal: Black, post-apocalyptic vehicle-wrecking mayhem. (7)
- 14 World-famous PlayStation icon from The Angel Of Darkness. (4,5)
- 18 'Sly' beast from above-average platformer. (7)
- 20 & 19 down Upcoming Activision title with fighting and driving in the 'Streets Of LA'. (4,5)
- 22 Dante's new partner in Devil May Cry 2. (5)
- 23 \_\_ The Rapper 2, PlayStation 2 update of a hugely popular PSone release. (7)
- 24 \_\_ Call Of The King, excellent adventure with a huge range of game styles. (5)
- 25 'The City' you'd associate with an RPG called King's Field. (7)

### DOWN

- 2 See 21 down.
- 3 \_\_ One 2002, racing game in which you can take on the Schumacher brothers. (7)
- 4 Swing \_\_ Golf, cutesy golf sim. (4)
- 6 See 7 down.
- 7 & 6 down Basketball title with ghetto-culture attitude. (6,5)
- 10 Broken \_\_ 3, adventure in which we'll be seeing Nico and George. (5)
- 13 \_\_ The Samurai, blade-slashing caper. (3,2)
- 15 Sexy car of F355 Challenge acclaim. (7)
- 16 Wreckless: The \_\_ Missions, driving game set in Hong Kong. (6)
- 17 The flame-thrower or plasma autorifle from Timesplitters 2, for example. (6)
- 19 See 20 across.
- 21 & 2 down PS2 action game (and complete waste of a film licence) featuring The Terminator. (4,2,4)

Hidden word: PALMER

Answers Down  
1. Savage 2. Mark 3. Vegas 4. Midnight 7. Drome 8. Court 12. Gungrave 14. Peace 16. Homer 18. Primal 19. Angel 21. Lake

## WIN!

£250 WORTH OF INFOGRAAMES/ATARI GAMES!

When you've found the hidden word, write it on a postcard and send to Crossword 33, OPS2 Magazine, 30 Monmouth Street, Bath BA1 2BW. Alternatively, email the answer to PS2compos@futurenet.co.uk with 'Crossword 33' as the subject. If you're first out of the hat you'll receive a load of gaming booty. For rules and closing date see page 145.

ATARI



# SURVIVAL IS NOT A GAME...



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and Brutal"**  
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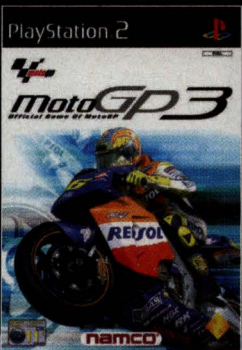


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Pussy.



## SPEED RULES

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**namco**

[uk.playstation.com](http://uk.playstation.com)

THE SPEED PLACE THE COURAGE PLACE THE ADREN LINE PLACE THE THIRD PLACE

PlayStation 2





# monitor

MONITOR CONTRIBUTORS: TIM CLARK, DAN GRIFFITHS, PAUL FITZPATRICK, SAM RICHARDS, GEORGE WALTER, MARK WYATT

## Previewing the new games you voted to read about!

### WELCOME TO MONITOR

The brightest buttons in the PS2 sewing box. Just for you.



Well, they say that games rot your brain, but having spent time in hospital with the mother of all headaches this month I can honestly say it's not true. OK, it *did* start as I was dashing around shouting at troops in *SOCOM*. It's just that with the bevy of gaming beauties we have for you, it's tricky to tear your bloodshot eyes away from the screen sometimes.

Still, you've got to get excited about running up walls, dancing like drunken monkeys, guerilla warfare in the USA, changing ladies' clothes or staring slack-jawed at the latest screens of the finest games coming your way. Do me a favour though, blink every now and again.

*Mark*

Mark Wyatt,  
Deputy Editor

Plus... Want to check out the latest cel-shaded screens from Ubisoft's beautiful shooter *XIII*? Simply turn to page 42.



## MOST WANTED

Which upcoming games do you want to see more of? Email or write to us and we'll uncover the latest details on your future favourites!



POSITION	GAME	WHAT?
<b>1</b> ▲	<b>ENTER THE MATRIX</b> We show you how deep the rabbit hole goes this month with some quality time with Ghost and Niobe. Check out the moves and the features the virtual virtuosos will be able to access. The film's nearly here and you're getting excited already.	<b>HANDS ON</b> PAGE 36 <b>EXCLUSIVE!</b>

POSITION	GAME	WHAT?
<b>2</b> <b>NEW!</b>	 <b>SOUL CALIBUR II</b> The flashing blades hold your attention and keep it at the number-two position this issue, check out the newest characters here.	<b>UPDATE</b> PAGE 52 <b>EXCLUSIVE!</b>
<b>3</b> <b>NEW!</b>	 <b>JAK II: REBELLION</b> We were first to announce the news of this platforming sequel; we're the first with the next batch of screens too. Not that we're smug.	<b>NEW SCREENS</b> PAGE 51 <b>EXCLUSIVE!</b>
<b>4</b> ▲	 <b>FINAL FANTASY X-2</b> Costume changes and... singing? We examine the features that'll keep you transfixed in this sequel's combat sequences. Yes, there's singing.	<b>NEW FEATURE</b> PAGE 44 <b>EXCLUSIVE!</b>
<b>5</b> ▲	 <b>FREEDOM: THE BATTLE FOR LIBERTY ISLAND</b> You'll be seeing red if they don't release this soon. Our first play of the rabble-rousing war game.	<b>HANDS ON</b> PAGE 38 <b>EXCLUSIVE!</b>



Which forthcoming games would you like to see in Monitor next month? Chat on the forums at [uk.playstation.com](http://uk.playstation.com), email us at [PS2@futurenet.co.uk](mailto:PS2@futurenet.co.uk) (put 'Monitor' as the subject) or cut out/photocopy this form and send it to Monitor, Official PlayStation 2 Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

Name \_\_\_\_\_  
Address \_\_\_\_\_  
Postcode \_\_\_\_\_  
Email address \_\_\_\_\_

My five Most Wanted PS2 games are:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_



**GOTO!**  
[uk.playstation.com](http://uk.playstation.com)

Head to the forums, follow the polls and see what will be in Monitor next month!



ENTER  
MATRIX

NAME Enter The Matrix  
PUBLISHER Infogrames  
DEVELOPER Shiny Entertainment  
WEB SITE www.enterthe  
matrixgame.com  
LAST SEEN OPS2#32

PERCENTAGE  
COMPLETE

80%

RELEASE  
DATE  
15  
MAY

# ENTER THE MATRIX

*We try to keep our hands firmly on the Wachowski brothers' game.*

**SO YOU TOOK THE RED PILL. WHAT'S IT LIKE?** Well, it allows you to banish all fears of a woeful *Dawn Of Fate*-style movie-licence-shafting. This is the real deal. And knowing that the Wachowski brothers filmed a whole hour's worth of original footage with *The Matrix Revolution*'s cast purely for the game makes things even sweeter. As does the wisdom that the Wachowskis also directed the game's camera placement like they were working on a full feature. It feels good. However, the proof of this particular pudding is in the combat – and let us tell you: ass-kickin', bullet time fans are in for a real treat.

## BUT DIDN'T MAX PAYNE ALREADY DO BULLET TIME?

Sure he did. But did he have several thousand potential hand-to-hand combat moves to unleash as brutally beautiful mo-cap'd fist-and-foot-assisted pummelling. Hmm? No. Top up the game's 'Focus Meter' and the ensuing slo-mo opens up truly impressive wall-running, roundhouse with both-barrels-blazing balletics. Even at regular pace, the combat is very fast and satisfyingly solid – swipe a goon's legs from under him and he'll hit the ground with a wince-worthy sense of weight. Gunplay is seamlessly woven into hand-to-hand combat, and if you're hoping to see individual bullets fly towards victims, you won't be disappointed.

**ANYTHING ELSE WE SHOULD KNOW?** Did we mention the driving sections? We played a level where Niobe and Ghost had to drive hell for leather across a city filled with hostile police cars. While we drove, we could prompt Ghost to lean out of the window and pepper the fuzz with high-velocity fire. Looked good and felt even better. Of course it did. Those nice guys behind the *Driver* games helped to fine tune the handling. As if *Enter The Matrix* didn't have enough big guns behind it already... ☐ PF

opinion

PlayStation 2  
OFFICIAL MAGAZINE-UK

**ENTER THE MATRIX** is looking good, amigos. The martial arts fighting is fast and fluid while those punches and kicks really connect. And as for the bullet time. It's the original and still the best.



on the forum  
Janni Knoxville: I want to take out SWAT guys with loads of combos that are perfectly joined together and watch them slump, necks cracked.  
Heaven17: Keanu's acting sucks the big one meiiiiiii!

HOT OR NOT?

FRIGID TEPID WARM HOT BOILING MELTDOWN

**GOTO:**  
uk.playstation.com

■ Hack the site for an extended playtest, plus the very first footage.



## EASY, NOW...

Beautiful bullet time moments.



### FLY MY PRETTIES, FLY!

Watch those Individual rounds scream through the air and towards your enemies. Ahhh.



### IT'S A STEAL

Don't have a gun yet? Time your slo-mo thuggery to perfection and you can take weapons right out of your aggressor's hands. Have it!



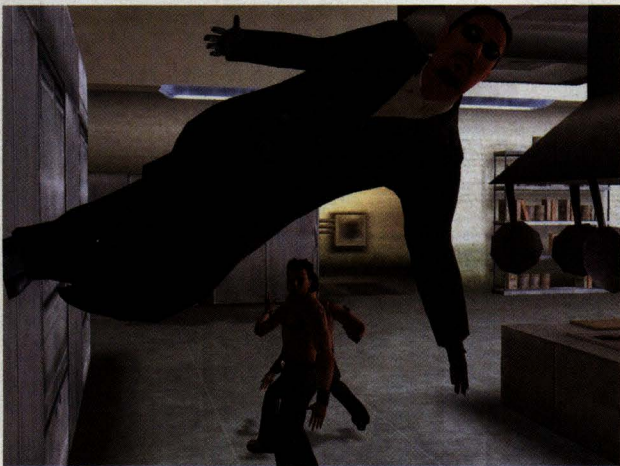
### UP THE WALL

Okay, so the wall-running manoeuvre may not be new if you've seen *The Matrix*, but performing it yourself? Now that's special.



### KICKING OFF

We couldn't leave out the real reason bullet time was invented. Namely for slo-mo ass kicking. Oh yes...



■ **WHEEEE!** Faced with a brace of evil bruisers like those two it's probably not the best time to play aeroplanes. Ghost? Concentrate man!



### ■ ONE GOOD TURN...

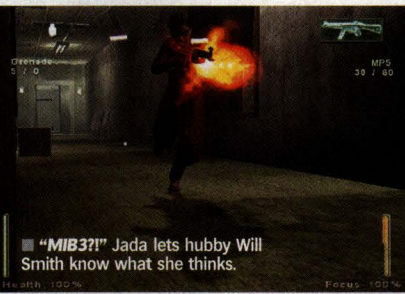
Ghost's vehicle levels are on-rails shoot-'em-ups.



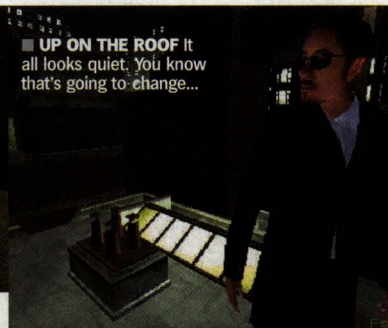
■ **MULTI TASKING** Even when you're holding a weapon you can still kick ass the old fashioned way.



■ **'COME IN!'** Niobe lies in wait for the next visitor to her office.



■ **"MIB321"** Jada lets hubby Will Smith know what she thinks.



■ **UP ON THE ROOF** It all looks quiet. You know that's going to change...



### DEVIL'S ADVOCATE

The combat system in *Enter The Matrix* not only looks great, but it feels fantastic, however aside from a handful of vehicle missions, will there be enough gameplay variety to keep punters hooked for the duration?



■ **FOCUS TESTING** Build up your focus meter and bullet time awaits...



■ **WALL POWER** New moves can be downloaded.



■ **GO TH WITH HIS HEAD** Niobe kicks another miserable, cider drinking teen moper back to Swindon.



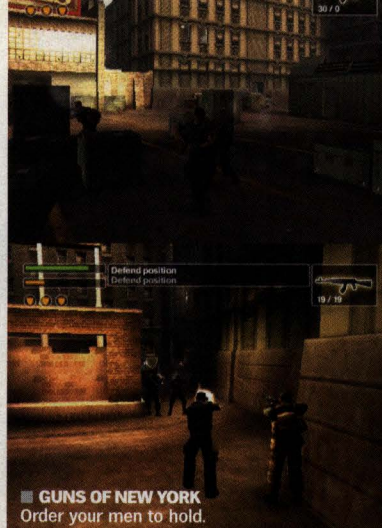


NAME Freedom: The Battle For Liberty Island  
PUBLISHER EA  
DEVELOPER io interactive  
WEB SITE ukea.com  
LAST SEEN OPS2#23

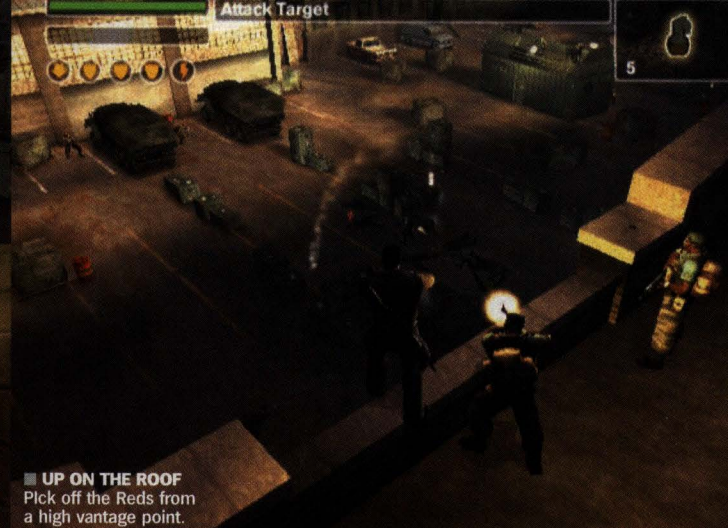
PERCENTAGE COMPLETE

70%

RELEASE DATE SUMMER



**GUNS OF NEW YORK**  
Order your men to hold.



**UP ON THE ROOF**  
Pick off the Reds from a high vantage point.

# FREEDOM: THE BATTLE FOR LIBERTY ISLAND

**Reds under the bed? Break out the machine guns, mother!**

## HANG ON COMRADE, WE'RE SUPPOSED TO BE

**FRIENDS WITH THE SOVIETS?** Sure, and it's thanks to ballet-loving peaceniks like you that we're in this mess. The minute Uncle Sam's pants are down the Rooskies launch a sneak attack against NYC, and now it's up to a rag-tag bunch of freedom fighters to kick Ivan's sorry ass all the way back to Minsk. Here's how it breaks down: the more commies you kill, the more charismatic your character becomes, making it easier to convince the locals to fight (and almost certainly die) for you. Completing the level we played involved taking down the Soviet flag (not burning it, though) and replacing it with the Star-Spangled Banner. "Oh, say can you see..."

## CRIQUEY, ALL SOUNDS A BIT POLITICALLY

**INCORRECT DOESN'T IT?** Just shut it, hippy. Freedom is being developed by the same trigger-happy outfit behind Hitman 2, so you can whistle Dixie if you think it's going to be in good taste. Frankly, we couldn't care less because the game plays like a particularly saucy dream. Ordering the other rebels around offers plenty of tactical depth and the lock-on targeting is ultra intuitive. It's entirely automated at close range, but you can also aim manually by clicking L3.

## DOES IT LOOK ANY COP, THOUGH?

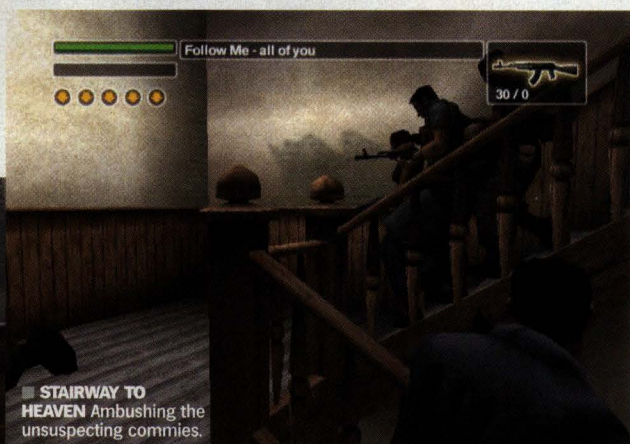
Oh yes, siree. Freedom runs on an updated version of Hitman 2's Glacier engine, and the transition between interior and exterior shootery is smoother than Bill Clinton's pillow talk. Whether you're busy hosing down the Red Army from a machine-gun nest or storming a heavily guarded building, the sense of being caught up in a citywide conflict is tastier than piping-hot apple pie. ☐ TC



**I CAN SEE THE PUB FROM HERE**  
Fighting at close quarters and at long distance keeps the action varied.



**DUCK AND COVER** The expansive play areas are littered with conveniently-placed objects to hide behind. You soon get used to darting between barricades.



**STAIRWAY TO HEAVEN** Ambushing the unsuspecting commies.

## opinion

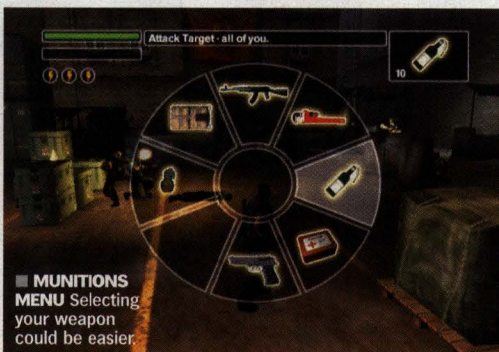
## PlayStation 2

**FREEDOM: THE BATTLE FOR LIBERTY ISLAND** has come from out of left-field to become one of our most wanted titles. Why? It looks like GTA: New York with lots of guns and not many motors. Nuff said.

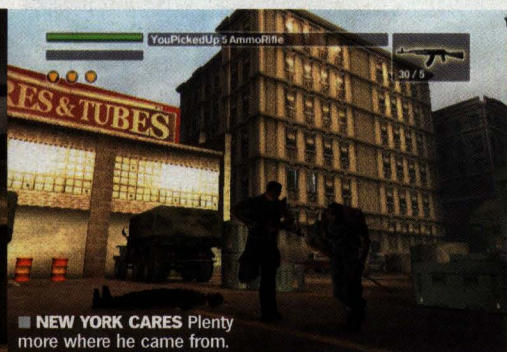
**Flux:** In light of recent events are they really going to allow a game about fighting in New York to be released anytime soon?  
**Heavenstorm:** It looks like a cross between Half-Life, SOCOM and Hitman 2.

## HOT OR NOT?

FRIGID TEPID WARM HOT **BOILING** MELTDOWN

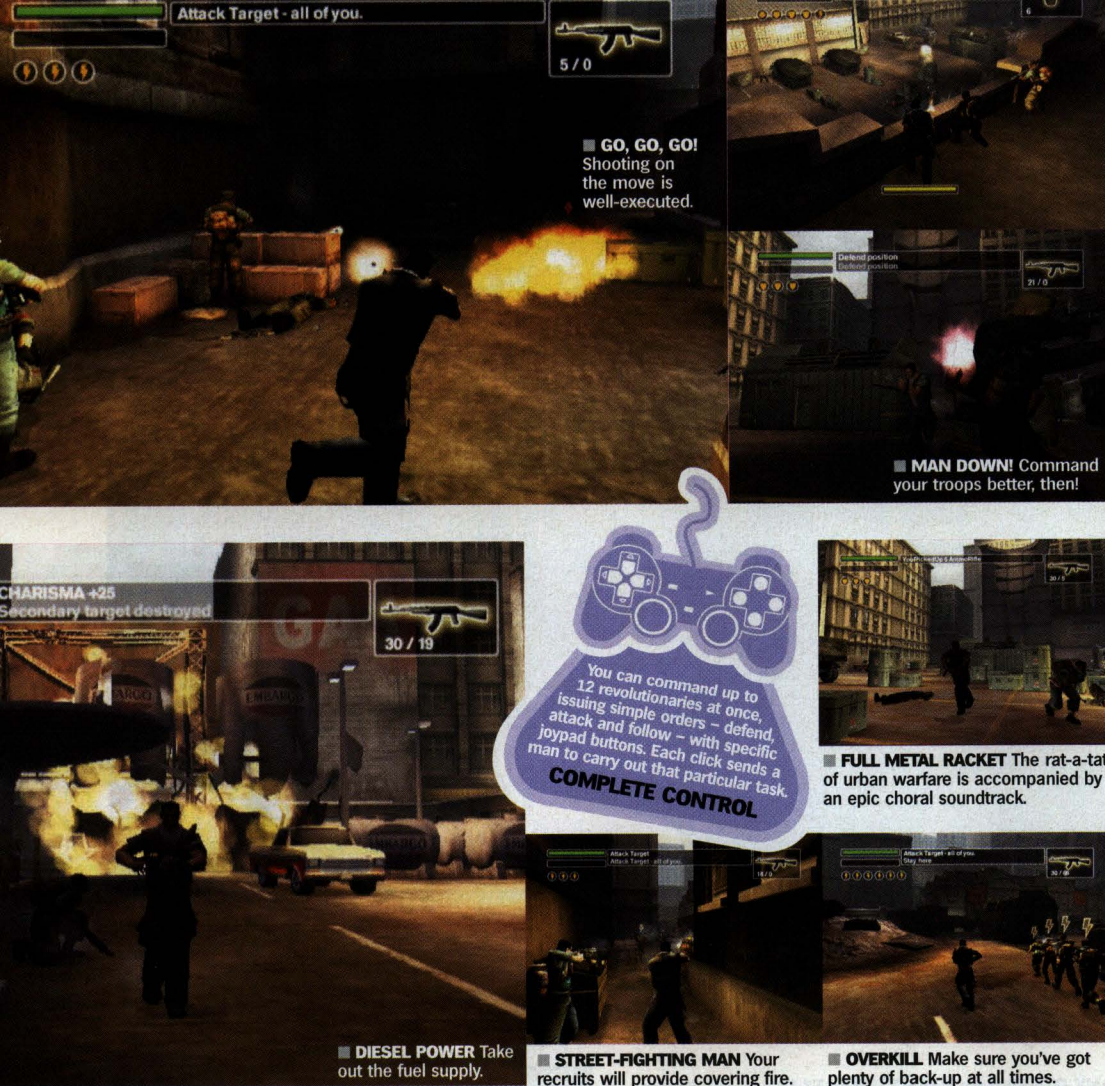


**MUNITIONS MENU** Selecting your weapon could be easier.



**NEW YORK CARES** Plenty more where he came from.

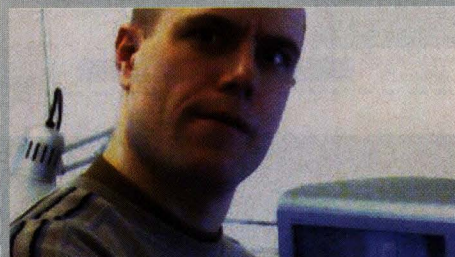




Q&A

## THERE AIN'T NOTHING LIKE A DANE

OPS2 chaffs the wheat with Freedom's Producer, Martin Guldback. He's Danish, you know...



There's an incredible sense of scale to the cityscapes. How difficult was this to implement?

The hardest part was to make it all fit into the PS2's memory. We really wanted the player to be able to play a complete level without constantly being interrupted by annoying loads.

The premise reminds us of that old Patrick Swayze movie *Red Dawn*. What were your main influences?

We were inspired by movies with a David vs Goliath theme to them, like *Red Dawn* and *Braveheart*. We wanted a character who was up against the odds but steps into the spotlight.

Why did you choose to automate the aiming system?

We only have auto-aim when you're very close to the enemies. There is a strong emphasis on commanding other freedom fighters in the game. We wanted to make sure that this remains the player's main concern, even in very stressed situations.

The game was left in limbo after the terrorist attacks on New York. Did it come close to being cancelled?

That was absolutely not an option. The thought never occurred.

Why so hard on the Russians?

The bad guys in our game are not Russians, they are Soviets (evil red communists). They both descend from the same geographical location, but they possess very different mindsets.

Who was better, Michael or Brian Laudrup?

Personally, I always preferred their younger sister.

Do you really hate to see Carlsberg leave?

I have always been more of a Tuborg guy.

Why aren't there more games with Vikings in them?

Beats me!

# 2xCD with Bonus DVD Mini-Documentary



Released 22nd  
April & available  
from all good  
stores nationwide



WWW.HARDCORE-HEAVEN.NET

DISTRIBUTED BY SRD 020 8802 3000



# monitor

## NEW MISSIONS

ON THE DVD



**YOU COMING?** Keep this terrorist on a short leash or he'll get killed.

552  
10/30  
2 MAGS

KARUNA = FOLLOWING  
BOOMER = FOLLOWING  
JESTER = FOLLOWING  
SPECTRE = FOLLOWING

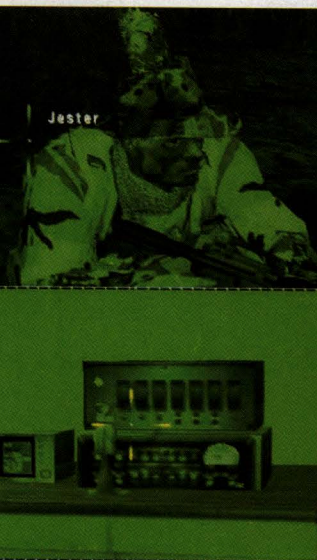


NAME: SOCOM: US Navy SEALs  
PUBLISHER: SCE  
DEVELOPER: Shiny Entertainment  
WEB SITE: www.us.playstation.com  
LAST SEEN: OPS2#28

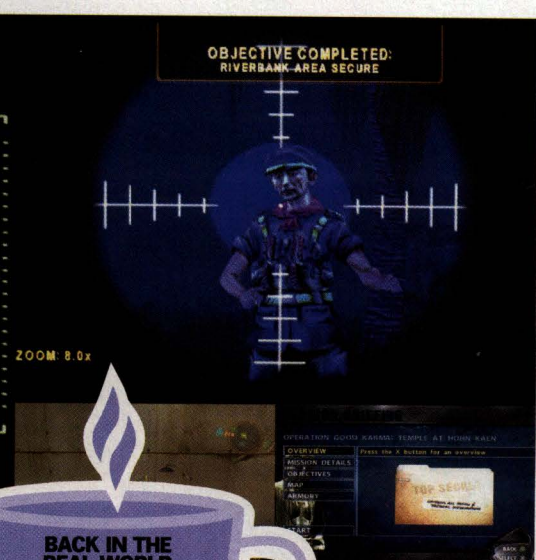
PERCENTAGE COMPLETE

95%

RELEASE DATE  
MAY



**GREEN LIGHT** Too much night vision will give you a headache. Trust us.



BACK IN THE REAL WORLD

Think you could be a SEAL for real? There's a Physical Screening Test: hardcore swimming, press-ups, sit-ups, pull-ups, a mile and a half run in boots... then the real training starts. Up.

# SOCOM: US NAVY SEALs

*Covertly bellowing orders deeper into enemy territory.*

## WHAT EXTRA INSIDE INTEL HAVE YOU MANAGED TO GATHER?

Well, for starters, we've recently uncovered some very good news: the Single-player mode featured in the game isn't just there to practise your multiplayer tactics. There are a variety of mission objectives and scenarios for you to master, and each of these involves a very different way of using your squad – apparently ordering them to run head-first at the enemy while you sneak past isn't always the best course of action to take. It's always pretty funny when they shout "Hoo-Yah!" while doing it, though.

## ROGER THAT. WHAT ELSE IS THERE TO MASTER?

It seems that the more missions we play, the more objectives we find, from information extraction (grabbing laptop computers or files), to strategic demolition to rescuing captives and taking key prisoners. All are achieved with a simple series of commands utilising your headset and a nice clear voice. There's something strangely satisfying about loudly shouting "Follow!" at a captive or hostage like they are a slightly deaf aunt or a confused foreign exchange student.

**ANY OTHER IMPORTANT DETAILS?** Sir, yes Sir! You can pick up and use all enemy weaponry, but most of it isn't silenced and the early stages of all missions are about keeping concealed and managing your unit quietly. For example, at the start of one mid-game mission you'll be asked to identify sentries using night vision before silently snuffing them out. You're welcome to rush in with an AK-47, but that's just not the SEAL way, soldier. ☐ MW

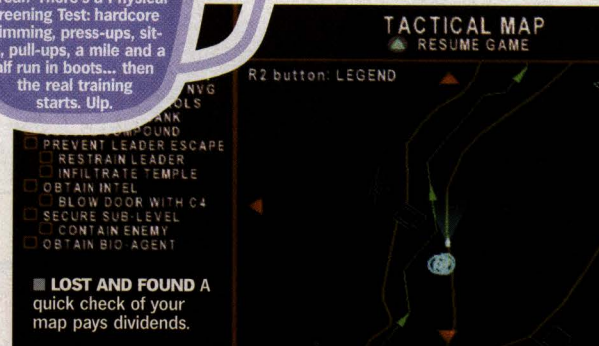
opinion PlayStation 2 OFFICIAL MAGAZINE-UK

**SOCOM: US NAVY SEALs** looks like the first game to deliver the online promise. It also has an admirable Single-player mode. Report for duty this summer and we'll see you deep in the bush.

**on the forum**  
Heavenstorm: Looks interesting, but I hope they don't just ignore the one player mode.  
Moby: SOCOM. A game so addictive, parliament will try to ban it.

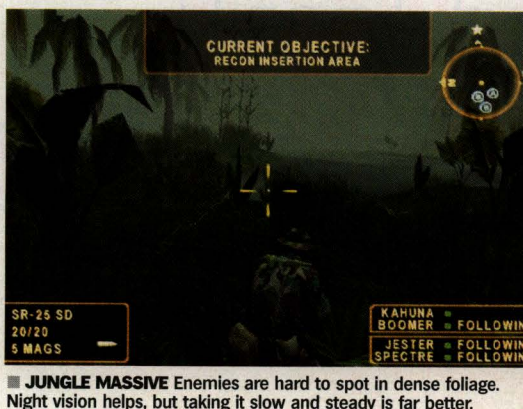
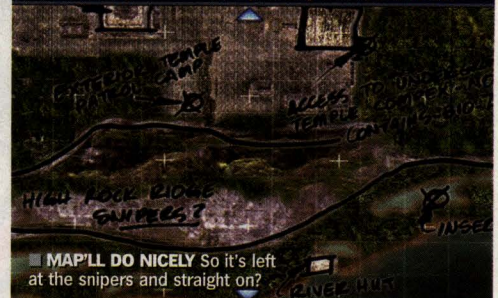
HOT OR NOT?

FRIGID TEPID WARM HOT BOILING MELTDOWN

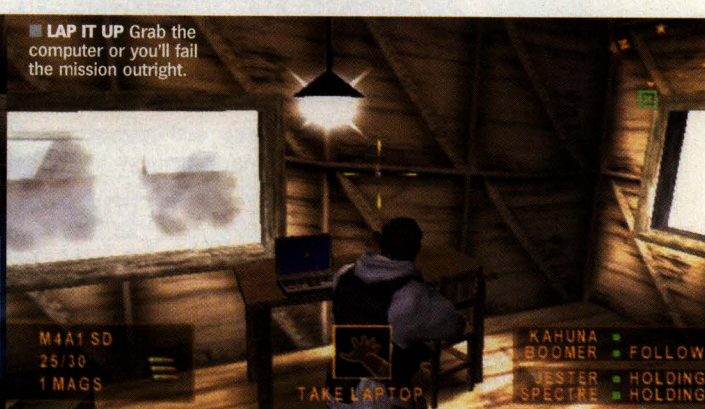


**LOST AND FOUND A** quick check of your map pays dividends.

For objectives: Return to briefing. Pan with the left analog stick. Use right analog stick to zoom in/out.



**JUNGLE MASSIVE** Enemies are hard to spot in dense foliage. Night vision helps, but taking it slow and steady is far better.





15.05.03



# ENTER THE MATRIX™

Written and Directed by the Wachowski Brothers, the creators of the Matrix™ trilogy



NINTENDO  
GAMECUBE



PlayStation 2

PC CD-ROM



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p03





NAME XIII  
PUBLISHER Ubi Soft  
DEVELOPER Ubi Soft  
WEB SITE [www.ubi.com/FR/Games/xiii](http://www.ubi.com/FR/Games/xiii)  
LAST SEEN OPS2#32

PERCENTAGE COMPLETE

65%

RELEASE DATE DEC

# XIII

*The blood-soaked baker's dozen reveals its cel-shaded cast.*

**CAST? ISN'T IT JUST ABOUT KILLING?** Ah, mon ami, in this French-language fancy you'll be much more than a first-person star of a cartoon shooting gallery. The graphic novel series has a huge following and a distinguished heritage – something the developer is keen to stay true to. You already know that your character awakens washed up on a beach with no memory and a strange tattoo. No, not a Club 18-30 holiday, but the beginning of a violent search for a presidential assassin. Who knows? It could even be you.

**SO WHO ARE THESE OTHER CHARACTERS?** Well, the one your eye will keep straying to, the one who isn't an old man, is Major Jones. In the comics she's a versatile and capable fighter and, as you can see, she works pretty closely with XIII. In fact, these pictures suggest XIII spends most of his time with his hand on her knee. Jones works under General Carrington, the uniformed chap, in their own investigation of events. No doubt their paths will cross more than the once.

**AND THE OTHER FELLA?** Meet Colonel Amos. He's a former international agent and worked for the CIA and NSA before settling at the FBI. He's in charge of investigating the assassination and, though he looks like a coffin dodger, he's to be both respected and feared. Whether you can trust any of them is yet to be discovered on your quest, but one thing's for sure, they'll look at least this good when you catch up with them in the game. Sacre bleu! ☐ MW

## opinion PlayStation 2

XIII has the potential to take the FPS genre in a new direction. With its slick cartoon styling and in-depth story line we're keen to see whether it's a winner or just another nameless killer.



Flux: A cel-shaded FPS that looks promising. It's been a long time coming now though, so it has a lot to live up to!  
Heavenstorm: I like anime and I like FPS games, this should combine the best of both.

### HOT OR NOT?

FRIGID ☐ TEPID ☐ WARM ☐ HOT ☒ BOILING ☐ MELTDOWN ☐

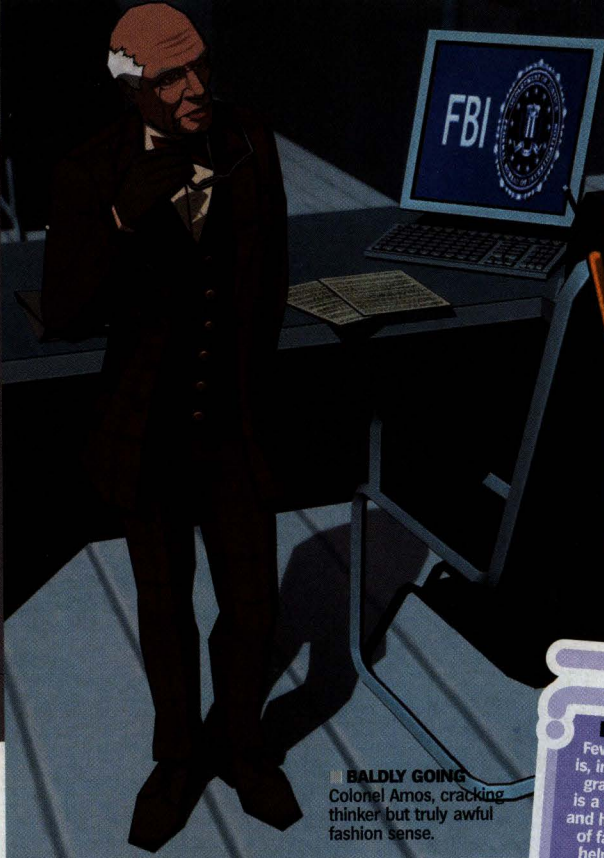
**GO TO:**  
[uk.playstation.com](http://uk.playstation.com)

Visit the Web site now for even more new screens from the game.





■ **LEG OVER** Is XIII being a French-speaking gent here or just trying to get an Eiffel?



■ **BALDLY GOING** Colonel Amos, cracking thinker but truly awful fashion sense.

■ **MILITARY MAN** General Carrington commands the US Army, but not you.

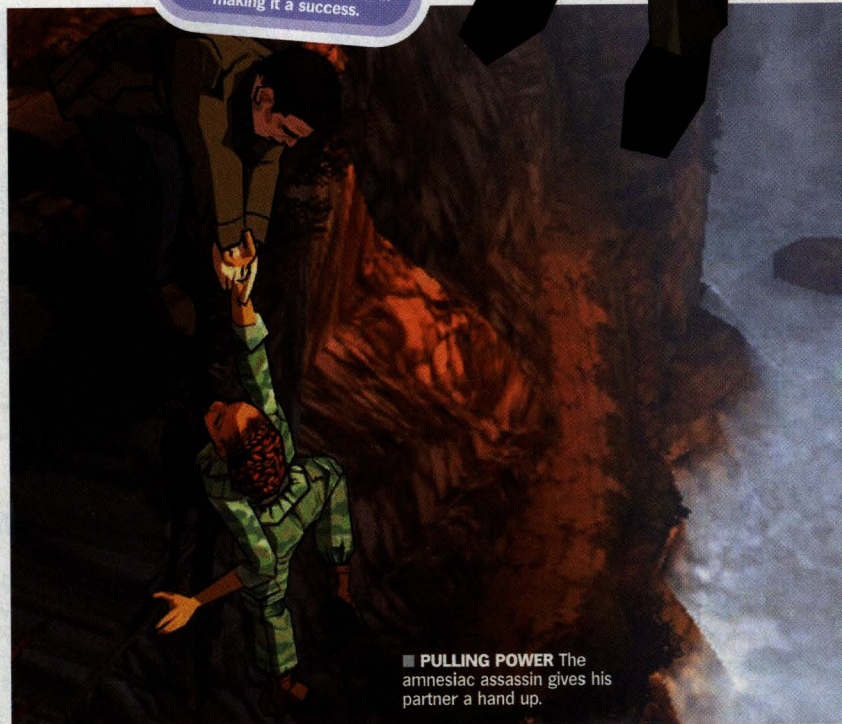
**DID YOU KNOW?**  
Few people realise that *XIII* is, in fact, a French-language graphic novel sensation. It is a worldwide phenomenon and has a dedicated following of fans. This will, no doubt, help to raise the profile of the game and aid Ubi Soft in making it a success.



■ **JONES IS WHERE THE HEART IS** The Major is equal parts Pam Grier and Solid Snake.



■ **HUMAN SHIELD** Why soak up gun fire when this fella can do it for you?



■ **PULLING POWER** The amnesiac assassin gives his partner a hand up.

## EN GUARD!

XIII won't be relying on his good looks to get him through every situation. Here are a few of the many weapons you'll find along the way.



**CHAIR**  
Ouch! The classic bar brawl tool. This will certainly make him sit down with a bump.



**GRENADE**  
Tricky to use in corridors, but no FPS would go off with a bang without them.



**MACHINE GUN**  
Plenty of fun. If you get bored, the grenade launcher's a nice treat, too.



**SHOTGUN**  
Stress relief personified. Who can honestly resist a little pump action?





NAME Final Fantasy X-2  
PUBLISHER SCEE  
DEVELOPER Squaresoft  
WEB SITE www.squaresoft.com  
LAST SEEN OPS2#32

PERCENTAGE COMPLETE

95%

RELEASE DATE DEC



CHEEKY GIRLS  
That's shameful!

FIGHT CLUB No more taking turns. Get right in there.

戦う 剣技 アイテム  
ユウナ HP 69 MP 20  
リクク HP 59 MP 22  
パイン HP 69 MP 39



剣で戦う攻撃力・防御力にすぐれたドレス

FASHION VICTIM Pick an outfit that matches your enemy's eyes, then fight.

YUNA? She's all grown up, with a sword to match.



wait mode

ユウナ HP 27 MP 32  
リクク HP 21 MP 57  
パイン HP 197 MP 52

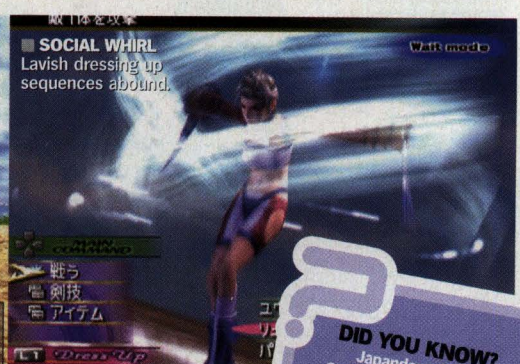


GIRLS ALLOWED Accompanying Yuna on her quest are the moody Paine and lovely, lovely, lovely Rikku. She's lovely.



CHOCO-BO SELECTA This big yellow fella showed up mid-battle.

Active mode



SOCIAL WHIRL Lavish dressing up sequences abound.

wait mode

ユウナ HP 39 MP 41  
リクク HP 297 MP 27  
パイン HP 167 MP 24

DID YOU KNOW?

Japandemonium! Over 1.2 million copies of FFX-2 found their way to Nipponese PlayStation 2s in just one day. Not quite beating FFX's sales, but it seems our Eastern cousins clearly can't get enough of this epic series.

# FINAL FANTASY X-2

OPS2 presents this season's Spira collection.  
The theme? An outfit for every occasion.

## IS STYLE AND FASHION SENSE COMING TO FF?

Well yes. You'll probably already have seen screenshots of FFX-2's Yuna, Rikku and Paine but here we can present the threesome in a few of their alternative costumes. As well as changing attire, characters can switch roles and key skills. For example, as you start the game, Yuna's default job is a Gunner, while Rikku is a Thief and Paine gets the indomitable role of Warrior. However, as the game progresses you'll be able to access many other roles including Songstress – though we have no idea how that will help you in turn-based battle.

## HOW DO YOU GO ABOUT SWAPPING TOGS THEN?

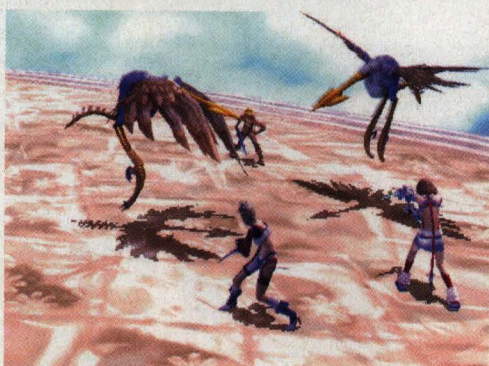
Once the roles become available, you'll be able to dress up during battle using the Result Plate, think the original Final Fantasy X's Sphere Grid – only much simpler. Enter the correct button combo and, just like a McDonald's trainee, each character will be able to assume new job titles, skills and the uniform to match. This is one of the series' major innovations, and for those of you who really dislike the turn-based battle system, it should spice up the combat somewhat. It'll also be a Godsend to those who can't bear to be seen in the same outfit twice, dahling. You know who you are.

## HOW MANY OUTFITS/SKILLS WILL BE AVAILABLE?

From what we can decipher from the Japanese code, as well as the roles mentioned previously, you'll also get to play as Dark Gunner, Dark Mage, Beastmaster and Samurai. Each will provide the character with specialist skills while in that guise and, while most changes are available to all three, there are still some that are character-specific. It all still seems a little gimmicky to us at the moment, but perhaps it will help to fill the void left by the inability to call Aeons in to assist you in battle. ☐ MW



HOTHEADS A familiar array of enemies jump you, but you now have the ability to swap skills to match them.



BYE BYE BIRDY We had a little trouble keeping our eyes on the fighting. Too busy checking out the ladies. Is that wrong?

opinion

PlayStation 2

FINAL FANTASY X-2 is Square's first proper sequel so there will be high expectations. Whether these changes make the game better or just a bit different is yet to be seen.

RedXIII: Hopefully this'll be a class game and not a quick money spinner for Square.

James14: The first game woz a great title and this should be even better – yuna in hot pants!

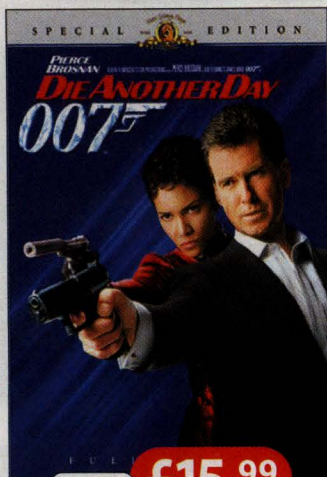
HOT OR NOT?

FRIGID TEPID WARM HOT BOILING MELTDOWN

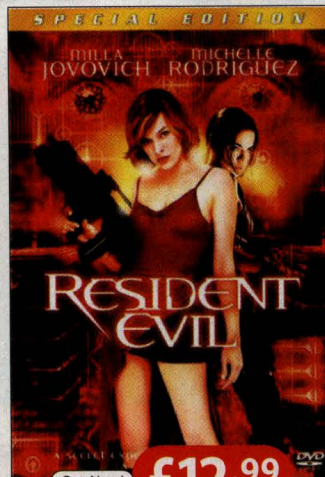


# PriceStorming Home Entertainment

## New DVD releases this month



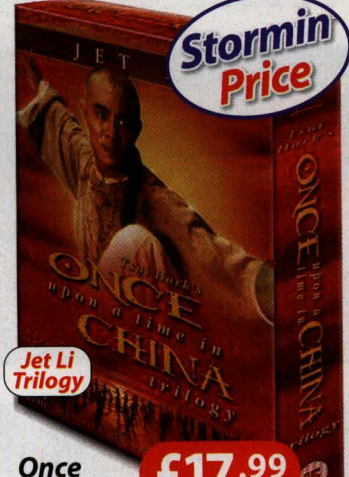
**Die Another Day**



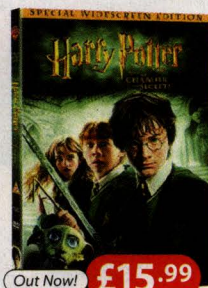
**Resident Evil**



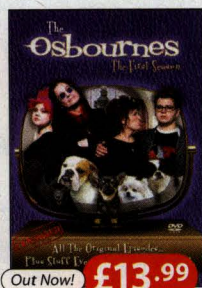
**Minority Report**



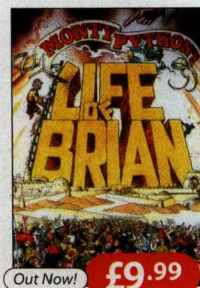
**Once upon a time in China**



**Harry Potter Chamber of Secrets**



**The Osbournes: Season 1**



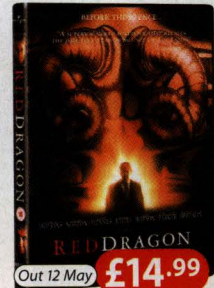
**Life of Brian**



**Jason X**

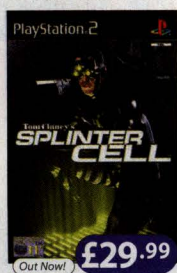


**Bad Company**

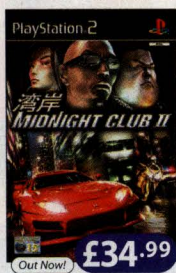


**Red Dragon**

### PlayStation 2 Top Titles



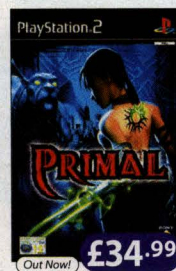
**Tom Clancy's Splinter Cell**



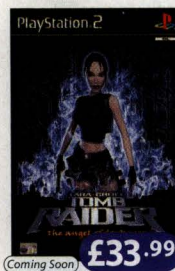
**Midnight Club 2**



**Metal Gear Solid 2 Substance**



**Primal**



**Tomb Raider: Angel of Darkness**



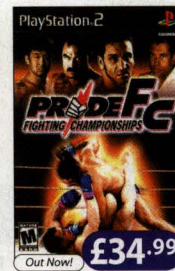
**Robocop**



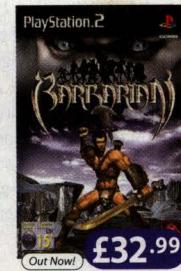
**Choplifter Search & Rescue**



**Run Like Hell**



**Pride FC**



**Barbarian**

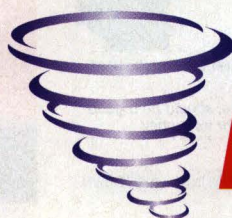
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NAME Fire Warrior  
PUBLISHER THQ  
DEVELOPER Kuju  
WEB SITE www.firewarrior.com  
LAST SEEN OPS2#32

PERCENTAGE COMPLETE **70%**

RELEASE DATE SEPT



■ **MINT IMPERIUM**  
These are Earth's forces of the future.



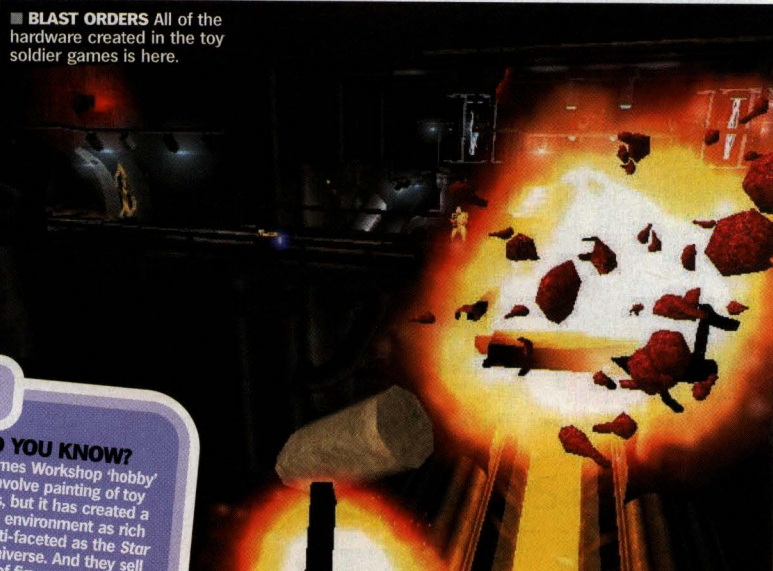
■ **SIZE SPLATTERS** After the sanitised blasting of the 'Splitters', a bit of claret is most welcome.



■ **BIG GUNS** It's all about robo-suits and arm-length blastrods.



■ **BLAST ORDERS** All of the hardware created in the toy soldier games is here.



### DID YOU KNOW?

The Games Workshop 'hobby' may involve painting of toy soldiers, but it has created a gaming environment as rich and multi-faceted as the *Star Wars* universe. And they sell millions of figures, games and collectables a year. This game should be big.

# FIRE WARRIOR

40,000 years in the future... There is only war... Apparently.

### GAMES WORKSHOP? SO IT'S AN RTS GAME THEN?

Real-time strategy? No. This is a first-person shooter, mate. Games Workshop had 30 developers pitch for the rights to make a Warhammer game and Kuju was the only one who didn't pitch a boring RTS at them. And by playing as a member of the Tau race (one of four races in 40K) you not only get to use all the best weapons but you get to see the more famous characters, such as the lumbering Space Marines, up close and personal, too. The Space Marines are Warhammer's star players and are biologically enhanced über-violent space monks. These guys just pray and kill and have been waging an endless war for the last 10,000 years.

### 10,000 YEARS? THAT'S AN AWFUL LOT OF LEVELS...

There are 20 to be precise – though the game is set in a single 24-hour period. We follow one of the Tau race as his buddies are captured, then rescued, then escape in a spacecraft, which is then boarded by Space Marines, who fight back, then finally board the Space Marines' vast cathedral-like space cruiser and kick cyberass. It's the first time many 40K environments have been created, each with the Games Workshop's approval, so now you can see

what the bridge of a Battlefleet Gothic cruiser actually looks like.

### TIMESPLITTERS 2. RED FACTION 2. WHY GET THIS?

The guys at Kuju have distilled everything good about every FPS game into a single action-packed, 60fps whole. It's got adult content (befitting a 40K licence) a four-player split-screen mode and there are rumours of online play, too. Think *TimeSplitters 2* with blood, gore and never-ending torment. □ DG

## opinion

## PlayStation 2



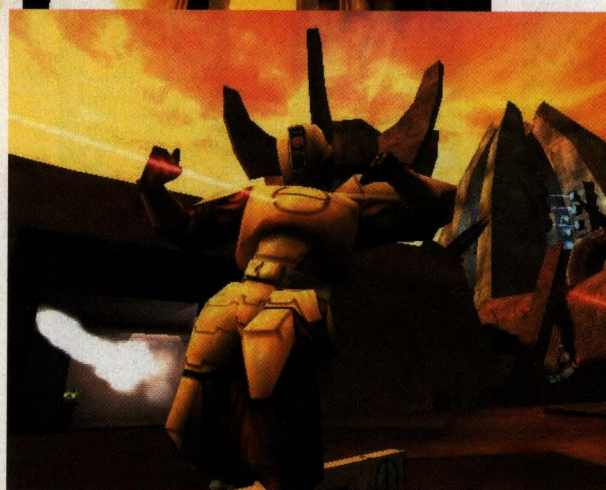
**FIRE WARRIOR** is looking great and having the Warhammer subject matter will guarantee us a huge range of weapons, enemies and locations to shoot up. Bring it on.



oosseven: FPS Warhammer 40k will take me back to my troubled teenage years... I hope.  
James14: Sounds like a good idea, should be a good game maybe it will give TS2 a run for its money.

### HOT OR NOT?

FRIGID TEPID WARM **HOT** BOILING MELTDOWN



■ **NEVER TAU LATE** The game begins with a rescue mission, that goes ever so slightly awry.



PlayStation 2

www.wotm-game.com

uk.playstation.com

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**THE MONSTERS ARE COMING!**



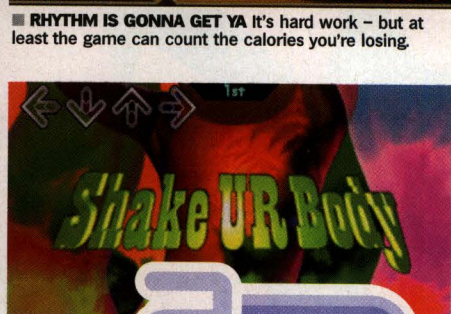
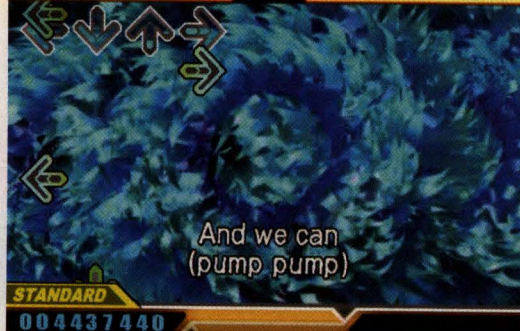


NAME Dancing Stage MegaMix  
PUBLISHER Konami  
DEVELOPER Konami TYO  
WEB SITE www.konami-europe.com  
LAST SEEN OPS2#32

PERCENTAGE COMPLETE

95%

RELEASE DATE  
30 MAY



# DANCING STAGE MEGAMIX

Everybody, move your feet and feel united!

## MR BRIAN AND THE FINAL BAND: CRASH!

Acknowledging the on-screen warning that reminds us to clear enough space for serious rug-cutting, we lay our dancemat (a separate purchase at around £20) on the games room floor and opt for the weirdest slice of J-pop we can find in the game. Instructional arrows swarm across the screen in time to the hyperactive Casio rockabilly beats. We flail. We fail.

**KYLIE: LOVE AT FIRST SIGHT** Time for something a little more familiar and hopefully a little less frantic. Yes, this is more our style. Some relatively sedentary step-work and arse-wiggling and we've cleared the stage with style.

**SUGABABES: FREAK LIKE ME** Stepping up to the 'standard' level, we're throwing shapes with carefree abandon like we don't give a damn about a thing.

**THE CURE: THE LOVECATS** We remember this from our indie disco days. Surely it's just a case of stumbling around in an oversized black jumper and trying not to spill your snakebite? But no, The Cure's Eighties anthem requires all kinds of tricky hop-skipping. A thin film of sweat forms.

**SHY FX AND T-POWER: SHAKE UR BODY** We switch to Workout mode to find out how we can get fit by playing videogames. One run-through of the drum 'n' bass stormer loses us 3.028 calories and is the

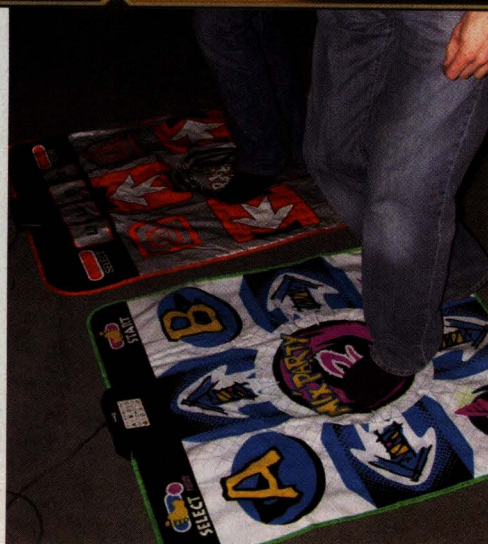
equivalent of running 0.05 miles. Hmmm. That means 520 songs would be a marathon.

**MS DYNAMITE: IT TAKES MORE** Getting used to 'Difficult' mode now and our feet are a blur. Strangely, Ms Dynamite's lyrics don't appear on the screen as with all the other songs. Has the 'gangsters, pimps and whores' line been censored?

**TRIP MACHINE CLIMAX: DE-SIRE** Feeling smug but sweaty, we plump for some manic Jap happy hardcore with a 'seven footprints' difficulty level. Needless to say, even the Royal Ballet would struggle to keep up with the punishing requirements of this one. We collapse in a heap - it's murder on the dancefloor. ☐ SR

## DID YOU KNOW?

The dancing game craze may have originated in Japan, but the games are already hugely popular in the UK. Dancing Stage Euromix was the biggest selling game on PSone last year, shifting an astounding 172,000 units. That's more than Final Fantasy XI!



**BLAME IT ON THE BOOGIE** OPS2's crack dancing squad just can't, just can't, just can't control their feet.

### opinion

PlayStation 2  
OFFICIAL MAGAZINE-UK

**DANCING STAGE MEGAMIX** is the ideal game to play with your family. Everyone fancies themselves as Justin Timberlake after a few shandies, so now's your chance to rate your rhythmic writhing.

TBC1000: Euromix was great. Bring on the new version!  
ChesneyH: Will we be able to download our own songs in to these dance games one day?

**HOT OR NOT?**  
FRIGID TEPID WARM HOT BOILING MELTDOWN



TOXIC FUEL TURNS ANIMAL INTO *BEAST!* - *BEAST* TURNS CITY INTO RUBBLE!

# WAR OF THE MONSTERS™

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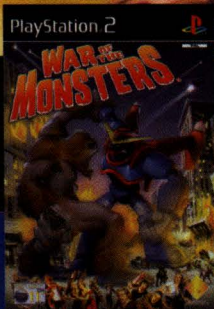
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BEAST!

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THE POWER PLACE THE RAGE PLACE THE TERROR PLACE THE THIRD PLACE

PlayStation 2





PlayStation<sup>2</sup>  
OFFICIAL MAGAZINE-UK

O<sub>2</sub>

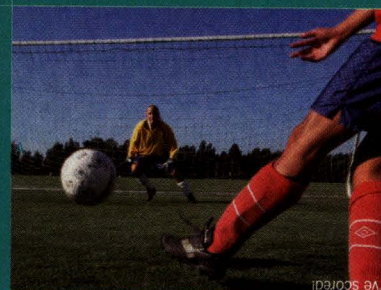
OPS2 and O<sub>2</sub> are  
proud to present

the Readers'  
Picture Gallery

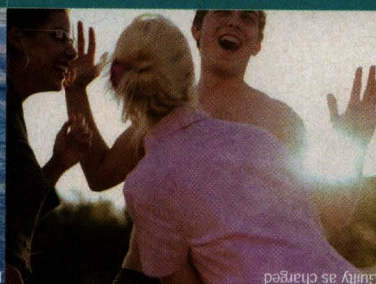
The truly original  
opportunity for you to

contribute to the  
next O<sub>2</sub> picture gallery

Invent your own language  
in picture messaging



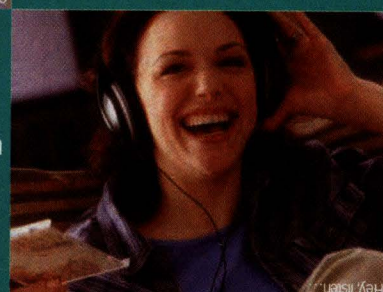
Test your language  
on other readers



Win some great prizes!

Image of The Month wins  
a portable DVD player

From June, decode  
the images for a chance to win  
a Sharp GX1 MMS phone.  
Most cracked wins.



# The Readers' Picture Gallery You're in it to win it!

**JUNE'S ISSUE OF OPS2** will feature the first ever MMS Montage – a picture gallery made up entirely of your pics! Each month, through to at least November, the O<sub>2</sub> picture gallery in your favourite mag will be built by you!

**Here's what you need to do:**

Simply snap your chosen image and email it from your phone to [gary.knapton@futurenet.co.uk](mailto:gary.knapton@futurenet.co.uk)\*. Attach a text revealing the 'meaning' of your pic. If it's good enough, you'll see your work in the picture gallery – the best image each month wins a portable DVD player! But be sure to keep to the themes below.

**Here are the themes for each issue:**

July	Beach Life
August	The Spirit Of Sport
September	Summer In The UK
October	The Seven Deadly Sins
November	Party Season

From our June issue you can win prizes by decoding other entries for us!

Haven't yet got picture messaging? No need to worry. You can still play using your digital camera.

\*You can also post your entries to Reader's Gallery, c/o Gary Knapton, Future Publishing, 99 Baker Street, London W1U 6FP

So pick up your phone

and create a cool MMS

then email it in to us

[gary.knapton@futurenet.co.uk](mailto:gary.knapton@futurenet.co.uk)



Attach a text to tell us  
the meaning of your pic

and what phone you're using

If it's up to scratch

you'll see it here next month!

**Competition Rules** No purchase necessary. Competition only open to residents of the UK. No correspondence will be entered into. No employees of Future Publishing, O<sub>2</sub>, or any affiliated company may enter. No cash alternative is offered to these prizes. Closing date is 29 August 2003. If any prize becomes unavailable, Future Publishing and O<sub>2</sub> reserve the right to replace it with another of equal value. The Editor's decision is final.



# monitor

## NEW SCREENS

NAUGHTY DOG

NAME Jak II: Renegade  
PUBLISHER SCEE  
DEVELOPER Naughty Dog  
WEB SITE www.naughtydog.com  
LAST SEEN OPS2#32

PERCENTAGE COMPLETE

25%

RELEASE DATE DEC

■ JUMPING JAK Cannons and acrobatic avoidance. Yes.

■ SMACK MY BEACH UP So, very, very pretty.



■ FAT BASTARD It's full of creativity, as you'd expect.

### DEVIL'S ADVOCATE

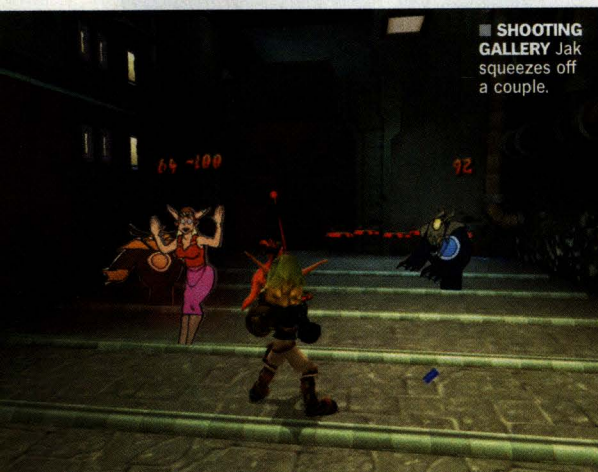
What if they've pitched this at a much too adult level? What if it becomes a little too violent? Characters die for God's sake. What if it's a little too 'Ratchet & Daxter' for everyone's liking? Sweet Lord, just so much can go wrong as it can go right!



■ FALLEN HERO Cut-scenes will leave you slack-jawed. Just look.



■ HEAVY METAL It's not all islands and leaves here.



■ SHOOTING GALLERY Jak squeezes off a couple.



■ GREEN MEANIE? Leave the little frog fella alone, concentrate on the big boys.

## JAK II: RENEGADE

One man and his... What the hell is Daxter anyway?

### SO WHAT EXACTLY ARE WE LOOKING AT HERE?

These are the latest batch of shiny screenshots of the furry frenzy's sequel. As you can see, there's plenty more to be unveiled. The big news is that Jak has turned freedom fighter after being imprisoned and experimented on – wonder if that's where he got the surgically implanted goatee? And apparently Daxter is still, well, Daxter. Looks like he'll have to get in some more flea powder and put up with being a rodent a little longer.

### WE HEAR IT'S SET IN ONLY ONE CITY? ISN'T THAT RESTRICTIVE?

Well, as we told you before, the city is 24 times the size of a normal level, and the name of the game is free-roaming adventure. Check out some of the different environments here, including industrial sewers, a heavily defended fortress, ruins and beaches. There's plenty of variety here and all of it has a slightly darker, more grown-up feel to it.

### WHAT ARE WE GOING TO BE FACING?

Well, there's no fear of Jak II losing its platform roots. The game stays

true to its predecessor but includes a lot more firepower. Jak is armed and dangerous, but then so are his foes. He'll have to face heavy armour too, from tanks to gun emplacements, and will need to employ all of his old acrobatics in order to defeat them. Plenty more to come, but for now, feast your eyes on these latest shots... □ MW

### opinion

### PlayStation 2

JAK II is still a way off, but it's looking like the game we all hoped for. A little darker, a little edgier, but staying true to the original. Platforms, shooting and furry friends. What more could you want?



✉ Gms: If the sequel can take something from R&C and still keep some of its original quality it should be great!  
✉ cblackman69: Surely if they released J&DII with no new added features, people would say it was too samey.

### HOT OR NOT?

FRIGID TEPID WARM HOT BOILING MELTDOWN



■ GOING UNDERGROUND? No, it's not a retreat – we'll be back later. It's called regrouping, you know...



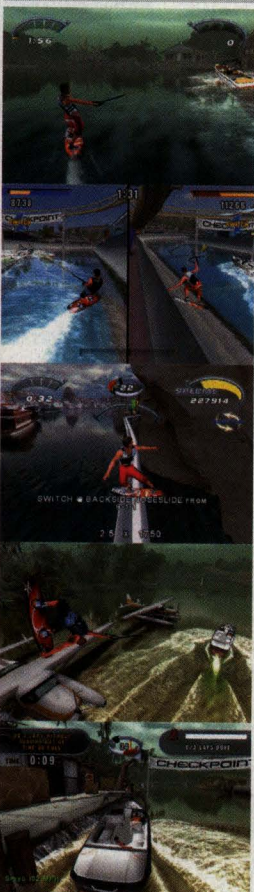




■ JAK ATTACK 'Dark Jak' shows some of his alternative skills. Makes us wonder what 'Dark Daxter' gets up to.



# monitor UPDATE

Ripping the scalp off games in progress and poking at the icky goo inside.

GAME	SOUL CALIBUR II	BROKEN SWORD: THE SLEEPING DRAGON	WAKEBOARDING UNLEASHED	CROUCHING TIGER, HIDDEN DRAGON	STARCRRAFT: GHOST
	PUBLISHER: EA GAMES DEVELOPER: NAMCO	PUBLISHER: THQ DEVELOPER: REVOLUTION	PUBLISHER: ACTIVISION 02 DEVELOPER: SHABA GAMES	PUBLISHER: UBI SOFT DEVELOPER: GENKI	PUBLISHER: UNIVERSAL DEVELOPER: BLIZZARD
LAST SEEN?	We chopped out a two-page look at the game in OPS2#32.	We went to see the game being put together in person back in OPS2#28's Monitor.	We got a little bit wet over the demo of this on <i>Tony Hawk's 4</i> in OPS2#28's Update, when it was called <i>Shaun Murray's Pro Wakeboarder</i> . Now it's <i>Wakeboarding Unleashed</i> , featuring Shaun Murray.	This is the first time we've been able to Monitor the progress on this one.	OPS2#31's feature not enough for you? Don't worry, we got to see more of this 'futuristic stealth lady' game when Blizzard visited us.
WHAT'S NEW?	Secret characters. As we predicted last month, Cervantes De Leon (the pirate boss from <i>Soul Blade</i> on PSone) and Tekken's Yoshimitsu will both be included in the PS2 version.	Well, these new screens for a starter. Confirmation that at least some of the game's action will be set in the Congo and we can see George Stobbart negotiating a cliff face.	After a good play of the first few available levels, this looks like a real alternative in O2's extreme sports lineup.	Wudan you like to know? There's been a screen update and you can see the fighting in full martial arts flow below.	Having had a quick tour of the <i>Starcraft</i> universe it's clear all of your favourite environments will make an appearance. Skipping platforms in lava anyone... anyone?
ANYTHING ELSE?	Also along for the ride is Seung Mina and Sophitia Alexandra. Both featured in the Dreamcast game. Sophs is the flaxen-haired girl with the body of a Greek goddess and a lethal line in juggle combos.	We haven't had the chance to try out any puzzles as yet but can confirm the action will be set in locations like Prague, Paris and Glastonbury. Perhaps you have to get into the festival for free.	The best feature so far is the ability to throw away the tow rope, perform any number of grind tricks and then call for the rope, catching it and carrying on.	The game tries to capture the film's essence, so much of the dialogue will be in Mandarin (that's Chinese). Don't worry, there'll be subtitles.	Seeing Nova's special stealth skills, especially her cloaking device, is impressive to say the least. Her extra sensory abilities also add new colourful dimensions to gameplay.
SCREENS					
WHAT'S NEXT?	A chance to play the game and take on Charade, the über-boss pictured in the screenshot above.	Well, with any luck we'll soon be stroking our chins and working at the devilish conundrums that made the title so big on PSone.	This could be a summer hit, but only for people who know what wakeboarding is and why it's supposed to be so cool.	We'll soon be running up buildings in this epic chop-socky adventure as soon as superhumanly possible.	We'll report back in after we've had a little more time to explore outer space and kill bizarre aliens.
ANYTHING ON THE NET?	<a href="http://www.soulcalibur2.com">www.soulcalibur2.com</a> is stacked to the nines with sparkly screenshots.	<a href="http://www.brokensword3.com">www.brokensword3.com</a> is Revolution's main site but, handily, they list links to plenty of fan sites too. Fill your boots.	<a href="http://www.activision02.com">www.activision02.com</a> , as ever, is home to all their digitally executed extreme action.	<a href="http://www.ubi.com">www.ubi.com</a> 's your best bet for news on this as it happens.	Check out the full array of features at and pictures at <a href="http://www.blizzard.com/ghost">www.blizzard.com/ghost</a>
RELEASE DATE	Get ready for thumb sores around August.	October should see the dragon finally wake up.	This summer of course!	Prepare for both crouching and hiding in September.	Stands more than a ghost of a chance this autumn.





# SOPHITIA IS THE FLAXEN-HAIRED GIRL WITH THE BODY OF A GREEK GODDESS AND A LETHAL LINE IN JUGGLE COMBOS

SEE SOUL CALIBUR II

## GAME

## ICE NINE

PUBLISHER: BAM! ENTERTAINMENT  
DEVELOPER: TORUS GAMES

## LAST SEEN?

Ooh, about two columns to the left, in last month's Update.

## WHAT'S NEW?

Blammo! Having finally had time to explore the first few levels we were pleasantly surprised by this solid shooter.

## ANYTHING ELSE?

'Ragdoll' technology means that you can amuse yourself watching dead bodies fall limply down the stairs. Laughing maniacally is, of course, optional.

## SCREENS



## WHAT'S NEXT?

More levels hopefully. But we'll be reserving judgement until we've seen a little more of this realistic FPS.

## ANYTHING ON THE NET?

[www.bam4fun.com](http://www.bam4fun.com) has a little more information but check out [www.uk.playstation.com](http://www.uk.playstation.com) for the full picture.

## RELEASE DATE

Expect plenty of covert carnage to arrive in June.

## THE HULK

PUBLISHER: UNIVERSAL  
DEVELOPER: RADICAL

Last issue we gave you all the big news on the Hulkster.

Hulk smash! Marvel's not-so-jolly green giant whacked hell out of all the destructible environments when we were in control of him.

You wouldn't like him when he's Bruce Banner though. Stealth is the word of the good doctor, although it would be nice if you could get angry at will and start smashing again.



Stay calm, we'll be getting more time with the green-eyed monster next time around.

There's plenty to be found at [www.vugames.com](http://www.vugames.com) keep checking it for updates.

Hulk game be here just in time for movie!!! Aaargh!!!

## DARK CLOUD 2

PUBLISHER: SCEE  
DEVELOPER: LEVEL 5

This is pretty new, but we took a look at the cel-shaded RPG back in OPS2#23's Spy section. We're very excited about it though.

We've finally had early code from SCEE of the UK version. It all looks lovely. After playing (and watching) for about a half hour the titles kick in.

It's all a bit mysterious so far, but your character, Max, escapes from some evil clowns and he's off to see the world outside his sleepy town. Cue the mystical adventure!



Check back with us next time as we do battle with a massive spanner and delve deeper into this cartoon adventure.

[www.uk.playstation.com](http://www.uk.playstation.com) will keep you up to date with the release of this pretty game which should be out...

...in early June.

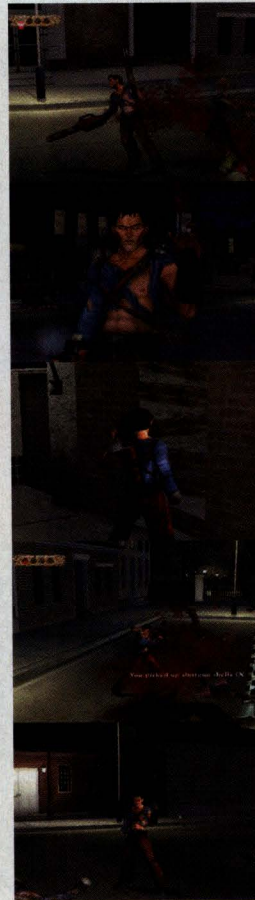
## EVIL DEAD: A FISTFUL OF BOOMSTICK

PUBLISHER: THQ  
DEVELOPER: VIS

This is the first time we've been able to get our hands on the second game from the Evil Dead films, baby.

Who wants a little? We did, and played through the first couple of levels in a town infested by deadites. Boomstick and chainsaw on board, natch.

Campbell, of course, does his own voice (and quite possibly script). The latest rumours also suggest that the game will be bundled with one of the films.



We'll be going to hell and back with this in the very near future. Evil or not? We'll let you know first.

[www.evilddeadgame.com](http://www.evilddeadgame.com) has all of the background to the game - and, of course, Bruce Campbell's voice.

Putting the 'Dead' into 'Evil Dead' this May.

## THINGS WE DIDN'T HAVE TIME FOR

Fresh air, suntan lotion, fruit, exercise, haircuts and...

We'll be donning our wrestling pants and going outside next month as we get the latest on **Backyard Wrestling**.

Talking of fighting, we also need to see why we've had to wait such a long time for **20E2** - it's probably the spark plugs...

Meanwhile, summer's upon us and what better time to catch up with some **Beach Volleyball**? Then again, when isn't a good time for bikini sports?

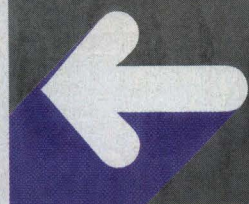
**Judge Dredd's** still in hot pursuit of a release and we'll catch up with him, as well as the less futuristic shooting in **The Return To Castle Wolfenstein**.

We're running out of space! Umm, **RTX Redrock**, **Indy Racing League**, **True Crime**, **Gladius**, **Batman Dark Tomorrow**...

■ **NAZI PIECE OF WORK** Part demon, part tank, part machine gun. And you should hear his singing voice.



For all the release dates of the latest games, head back to page 29 now!





# NEXT MONTH



## TOMB RAIDER REVIEWED (TAKE TWO)

Yeah, yeah, we know we promised before. This **WILL** happen next month. Really. Definitely. Almost certainly. Yes.

## PS2 GOES INTERWEB!

You'll soon be able to surf for filth like PC owners. Or will you? We answer every question in our idiot's start-up guide.



## GRAN TURISMO 4

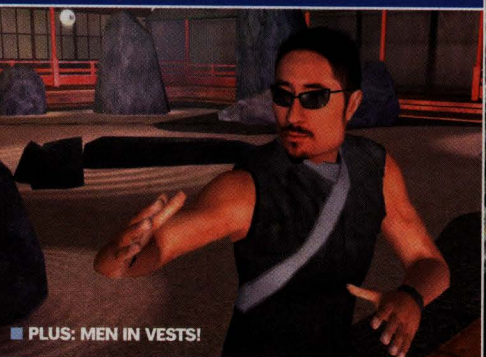
Imagine more cars than is possible to imagine. Now add more cars. Now imagine it online. You're still only half way there..



■ SMALLER PICTURES!



■ AND BIGGER ONES!



■ PLUS: MEN IN VESTS!

ALSO REVIEWED

**SOCOM: US NAVY SEALS + DEF JAM VENDETTA  
+ BLOOD RAYNE + MIDNIGHT CLUB II + MORE  
THAN LOADS AND LOADS MORE**

\*Issue contents are subject to change (but men in vests will definitely feature.)

# PlayStation<sup>2</sup> OFFICIAL MAGAZINE-UK

## June issue on sale 16.05.03



■ ARE YOU LOOKING AT MY TIE?  
A difference of opinion over lapel  
sizes gets out of hand.

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**SUPERB PLAYABLE  
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**WORLD  
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# ENTER THE MATRIX

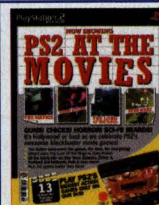
**Want to sport a black suit? Want to wear early  
Nineties skiing shades? Want to jump really, really,  
s-l-o-w-l-y? Thought so... see you next month.**

## ALSO AVAILABLE



### OFFICIAL PLAYSTATION 2 TIPS MAGAZINE

A fully morphastic guide  
for Primal, bling-bling  
secrets for Def Jam  
Vendetta, War of the  
Monsters and hyper-  
unknown The Sims tips.



### OFFICIAL PLAYSTATION 2 MAGAZINE: SPECIAL EDITION

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Face off with Sabretooth,<sup>™</sup> Wendigo,<sup>™</sup> Juggernaut<sup>™</sup> and Magneto,<sup>™</sup> while Professor X<sup>™</sup> and Beast<sup>™</sup> help you search for an antidote to save your life.

## X-MEN<sup>2</sup> WOLVERINE'S<sup>™</sup> REVENGE



PlayStation 2



GAME BOY ADVANCE



ACTIVISION<sup>®</sup>

Screenshots taken from PlayStation 2 computer entertainment system gameplay.

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activision.com



WORDS: SAM RICHARDS  
PHOTOGRAPHY: PATRICK LLEWELYN-DAVIES

# FOR YOUR EYES ONLY

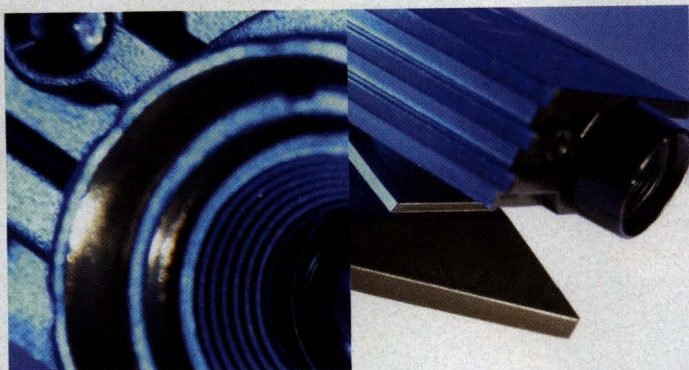
SCEE's EyeToy is not just a series of cute mini-games – it's a gateway to a whole new world of PS2 gaming.



**IS IT  
BECAUSE  
EYE IS BLACK?**  
Exclusive first photos  
of Sony's desirable  
new EyeToy  
camera.

**THE CAMERA NEVER  
LIES** EyeToy: Play puts  
your face in the game.





You know how your mum doesn't understand games? Okay, maybe you've got a trendy mum who listens to Ms Dynamite in the car and sends you MMS messages from her Panasonic GD87. Or maybe you are that trendy mum. But in our experience,

when mums are invited to have a go on a PS2 they hold the Dual Shock 2 pad at arms length, eyeing it suspiciously as if it were a bag of weed they've just found in your jacket pocket, before hammering madly at the buttons in a grotesque parody of gaming. The joypad is a barrier. They just don't know what to do with it.

Enter EyeToy, the name for a technology invented at SCEA in Foster City, California, and perfected by SCE's Studio London. It is an inexpensive Webcam that plugs into your PS2's USB port and sits on top of your TV. Once connected, insert the *EyeToy: Play* disc and look, there you are, on the TV screen! Instead of pressing buttons on the Dual Shock 2, the game recognises body movements. Simply move your hand in a certain direction so that your projected image touches an icon on the screen in order to get a result.

All of *EyeToy: Play*'s 12 mini-games use this idea in delightfully varied ways [see Eye Of The Beholder]. There is no joypad involved; your own body is the controller. The games are so instantly enthralling, you don't even have time to marvel at the genius of the technology before becoming embroiled in a battle to beat the high score.

Literally anyone can get to grips with *EyeToy: Play* because it doesn't rely on the traditional abstract method of assigning each action to a button. It's obvious what you have to do, and you can get on with imitating dance moves or punching robots without using a manual. For the most part, flailing your arms around wildly will do the job. Even your gran, let alone your mum, will understand it.

As the game relies on recognising your movements via the camera, you might wonder if the technology falters when you're contrasted against anything other than a plain white backdrop. But apart from advising that your room is relatively well-lit, EyeToy is remarkably resilient.

## LIGHTS CAMERA ACTION

The *EyeToy: Play* mini-games are perfectly pitched. With the cute, cartoonish visuals now in place, it resembles PSone classic *Bishi Bashi*, or *PaRappa The Rapper*. The ghost-catching, plate-spinning and robot-punching required may

**■ GRAND DESIGN** The ridged black exterior echoes the PS2 itself.

# EYE TOY

## EYE OF THE BEHOLDER

EyeToy: Play's 12 mini-games in all their hip-shaking, air-punching, arm-waving glory. Just remember to move that antique vase before you... smash!... Too late...



1

### WISHI WASHI

The first EyeToy mini-game that OPS2 ever saw. Clean your grimy TV screen with a few sweeps of your palms.

2

### BOXING CHUMP

A tough one to get used to, as you're in 3D, fighting a 2D robot that isn't actually there. But very satisfying when you land one on his conk.

3

### BEAT FREAK

Similar to *Dancing Stage* or *Samba De Amigo*. A tune plays (Maloko's *Sing It Back* is confirmed as an option) as you do semaphore in time to the on-screen prompts.

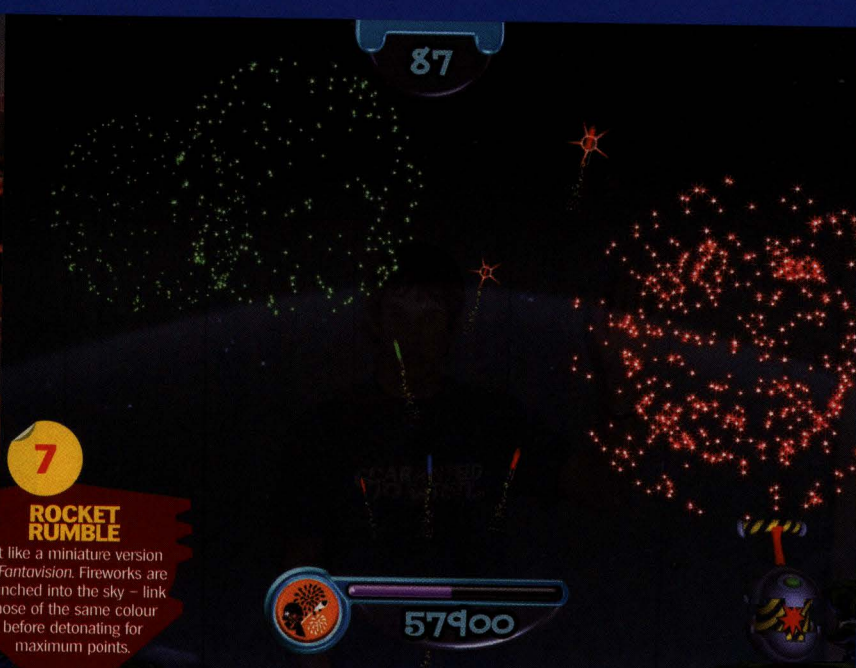




4

## KUNG FOO

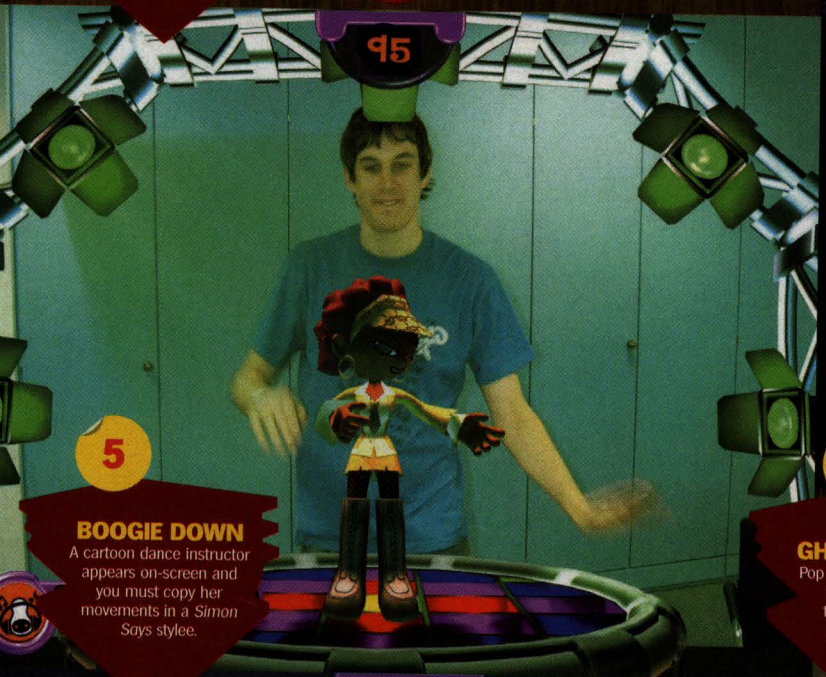
Tiny ninjas invade the screen. It's your job to send them packing with a bit of the old Bruce Lee.



7

## ROCKET RUMBLE

Bit like a miniature version of Fantavision, fireworks are launched into the sky - link those of the same colour before detonating for maximum points.



5

## BOOGIE DOWN

A cartoon dance instructor appears on-screen and you must copy her movements in a Simon Says style.



8

## GHOST CATCHER

Pop the ghosts as they rise from the graveyard, taking care to avoid point-sucking bats.



6

## UFO JUGGLER

Help the flying saucers ascend into space by giving them a good rub. Don't spin too fast though, or else the friction will make them explode.



9

## SLAPSTREAM

Surreal whack-a-mole action: slap the ratboys and not the bunny girls as they emerge from the clouds.





→ have an all-ages appeal, but the high score challenges are all in place to cater for a more competitive gaming audience. Then there's the range of unlockable bonuses. Turn your TV into a hall of mirrors, or have spiders attach themselves to you as you walk across the screen, or experience the extremely disconcerting sensation of watching your TV reflection copy your actions with a second-long delay.

Then there's the video messaging function. If the idea of playing games with your kid sister hasn't really captured your imagination so far, this is where it gets interesting. Switch to video messaging mode on *EyeToy: Play* and you can sit yourself in front of the camera and record whatever you want. The EyeToy camera has a tiny microphone built into the casing just above the blue LED on its front, so messages come with audio as well as video.

At the moment, messages can only be recorded in 45-second chunks onto Memory Card, so unless you're then prepared to send Memory Cards through the post, the only people you can really record video messages for are your flatmates. However, there's nothing to stop you recording a message and taping it onto VHS via SCART. Want to record a birthday greeting for someone overseas? Now there's no need for an expensive camcorder.

Naturally, the next step is for people to exchange messages online via their PS2s. This will be possible with *EyeToy: Play 2*, already well into development and set for an autumn 2003 release. By this point the PS2 online network should be firmly

established, and Studio London are more than aware of the capabilities of the EyeToy technology when combined with the potential of online. A video camera, a microphone and a series of mini-games that are perfect for online multiplayer action... you can just imagine the possibilities (and chances are, Studio London is already working on them).

It's no surprise that Studio London has been besieged by other game developers, desperate to get hold of the EyeToy technology. SCE's aim is for the camera to become a standard piece of kit, such as the G-con lightgun (although when the development team talks about it becoming as important as the Dual Shock pad itself, you don't doubt its conviction). Soon, third-party developers will be creating games for EyeToy as videogaming gains an extra dimension.

For now, though, *EyeToy: Play* is set to launch in early June at a price of between £40 and £50 – and that includes the camera. Start practising your window washing and keepy-ups now. You can't go letting your mum win. □

■ **MIC CHECK**  
Note the tiny microphone built into the casing above the LED.

## THE NEXT STEP IS FOR PEOPLE TO EXCHANGE MESSAGES ONLINE VIA THEIR PLAYSTATION 2S

10

### KEEP UPS

Keeping the ball in the air using only your head is harder than it looks – you really have to give it angle and power to prevent it from dropping to the ground.

11

### PLATE SPINNER

Just spin those plates as fast as your little hands can manage to prevent a Greek wedding scenario.

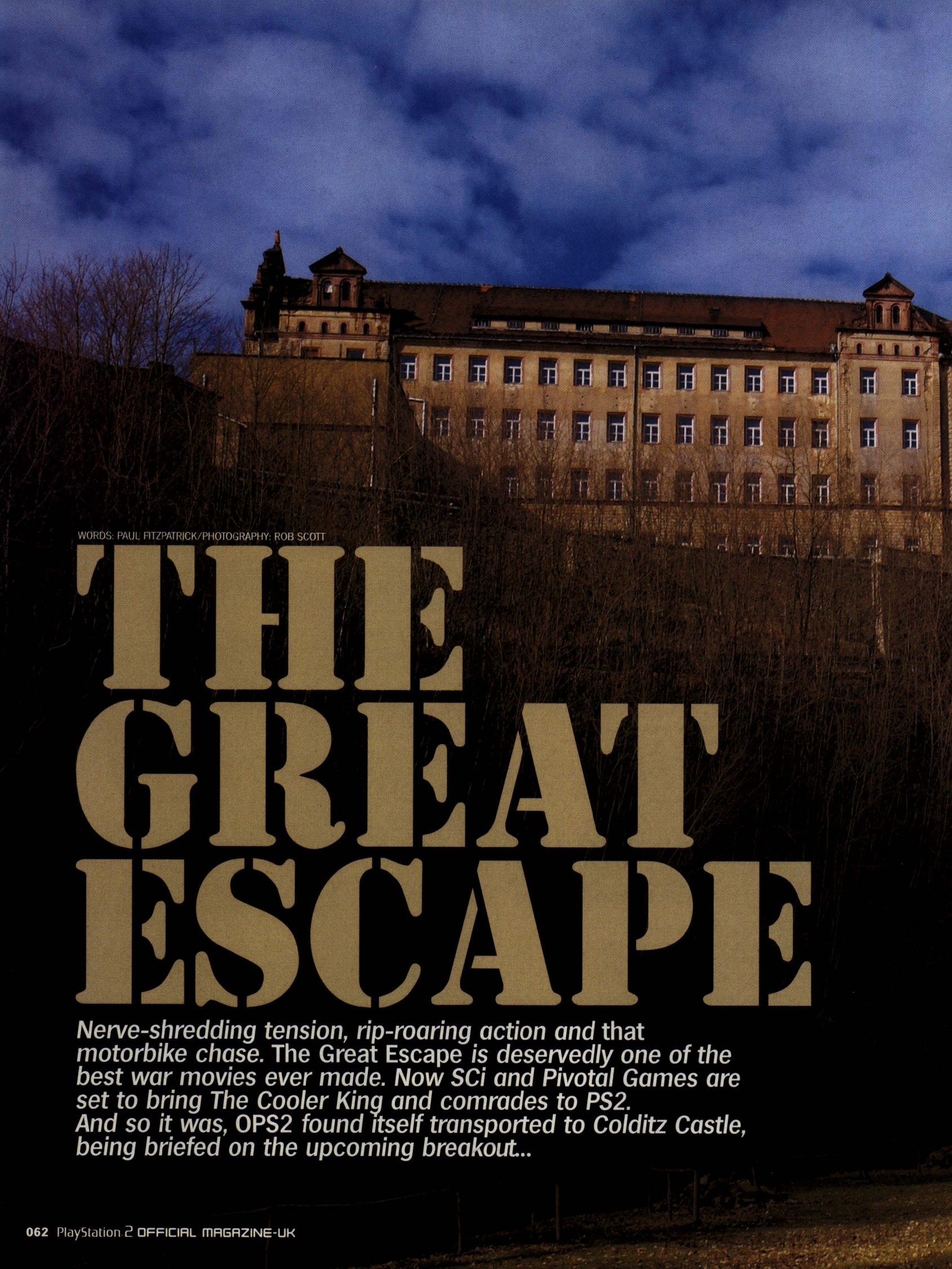
12

### MIRROR TIME

A real headf\*\*k. Ever seen *Friends Like These* when they have to trace a circle with the image reversed? It's like that, but even more disorientating. Not good for hangovers.





A photograph of Colditz Castle, a large stone building with many windows, perched on a hill. The sky is dark and cloudy, and the foreground is dark with some bare trees.

WORDS: PAUL FITZPATRICK/PHOTOGRAPHY: ROB SCOTT

# THE GREAT ESCAPE

*Nerve-shredding tension, rip-roaring action and that motorbike chase. The Great Escape is deservedly one of the best war movies ever made. Now SCi and Pivotal Games are set to bring The Cooler King and comrades to PS2. And so it was, OPS2 found itself transported to Colditz Castle, being briefed on the upcoming breakout...*



# THE GREAT ESCAPE



"How do we get out of here?" Ever wondered how resourceful you'd be in a crisis? We're not talking about running out of Chocolate Hobnobs or losing your mobile phone here. More your 'banged up in an escape-proof prisoner-of-war camp 200km inside enemy territory during WWII' type of dilemma.

So, how about it? Would you quietly take up knitting and sit out the war or devote every waking moment to confounding the bally Hun, and tunnel to freedom armed with only a blunt spoon and a lederhosen disguise fashioned out of condensed milk and pages of *Mein Kampf*? You'd escape, right?

Ah, a born survivor, like any of Blighty's bulldog breed. That's what we thought too, right up to the point where OPS2's photographer and yours truly managed to get lost on a guided tour of legendary former POW fortress, Colditz Castle. Oh the shame of it... Ace Spitfire pilot Douglas Bader got out of here and he didn't even have any legs. French tunnellers broke their way

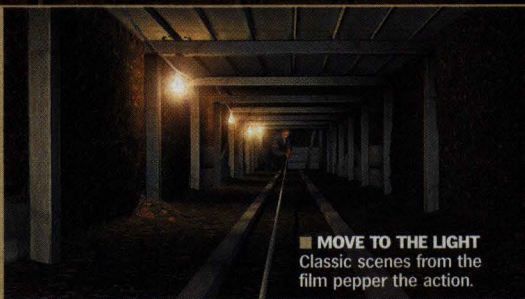
through yards of Colditz's solid stone foundations using only a candle and water to heat and then crack inch after painful inch of rubble. Our pitiful example certainly puts the superhuman efforts made by captured allied troops to escape to freedom during World War II into perspective.

And it's this very brand of ingenious and dogged heroism that lies at the heart of WWII's most famous mass breakout, when 76 prisoners of war escaped under the wire of Stalag Luft III prison in a single night. Events that were later to be turned into arguably the coolest war film ever, *The Great Escape*. Hideo Kojima was famously inspired by *TGE* to make *Metal Gear Solid* and create the stealth-'em-up. But it has taken until now for Hiltz, Big X, Sedgewick, Hendley and the rest of the crew to get their own game.

And so we welcome two new members to the escape committee: SCI (aka The Publisher) and *Conflict: Desert Storm* veteran and videogame AI specialist, Pivotal Games (aka The Developer). They are now on board to make *The Great Escape*.



■ **SHOT IN THE ARM**  
The *Great Escape* may be based on the film but you'll get to fight as well as flee.



■ **MOVE TO THE LIGHT**  
Classic scenes from the film pepper the action.

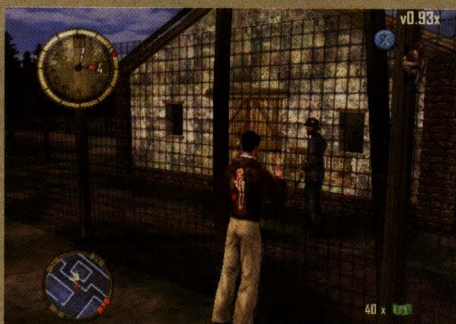


# THE GREAT ESCAPE

■ **'HILT' TO LAST** Not only is Steve McQueen's likeness in the game, but his voice is, too.

## OODLES OF 'HUN'

Three other POW games from the archives for you to try...



### PRISONER OF WAR (Codemasters/PS2/2002)

What? A war game where the bad guys are the only ones with guns? Banged up in a WWII POW camp, you had to beg, borrow, sneak and steal to help you make a break for freedom while still following strict camp routines. Not much action, but plenty of tension.



### THE GREAT ESCAPE (Ocean/Sinclair Spectrum/1986)

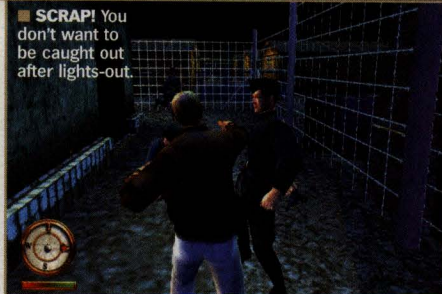
8-bit stonker, based loosely on some war film. The Great Escape was an isometric strategy game featuring a 'morale flagpole' rather than life bar. Plan your escape without alerting the guards and you kept the flag flying. Screw up and you'd get, like, really really down.



### ESCAPE FROM COLDITZ (Parker Games/Board Game)

Played on a pretty good facsimile of Colditz Castle's floor plan, the lucky players got to be the noble allied POWs while the unpopular members of the family had to play German guards. Each successful escape won you points. The guards hardly ever won. Yay!

■ **SCRAP!** You don't want to be caught out after lights-out.



## TUNNEL VISION

No doubt, if you've got *The Great Escape* seared fondly into your memory of a dozen Christmas TV schedules (if not, you've got until the end of August to watch a solid gold classic) you'll be looking through fearful fingers right about now thinking, "How on God's green Earth is Pivotal going to do this? Please don't let them beast my childhood."

On the face of it, you'd be forgiven for a little anxiety. Develop the game with a lack of respect for the film, or the real events that inspired it, and *The Great Escape* could turn into a licence-shafting arcade explosion of jet-pack Nazis, luge races down tunnels on tiny wooden rail carts and ninja stealth levels featuring myopic Blythe, now equipped with Daredevil-style second sight. Ghastly. That said, remain too faithful to the exploits of Big X and his team, and the developer opens itself up to potentially morale-sapping gameplay. Anybody up for some blistering 'trickling-two-tonnes-of-earth-down-the-trouser-legs' action? No? Then maybe you want to skip straight to the bed-board-collecting level? Exactly. They might make for a nail-biting plot, but some of the preparations for the big break-out as shown in the movie don't exactly scream 'Triple-A' gameplay.

Pivotal Games' unenviable task then, has been to tunnel a fine line between the watchtower of all-out playability and the guardhouse of filmic fidelity. Stray on either side and it risks alarming either die-hard fans of the

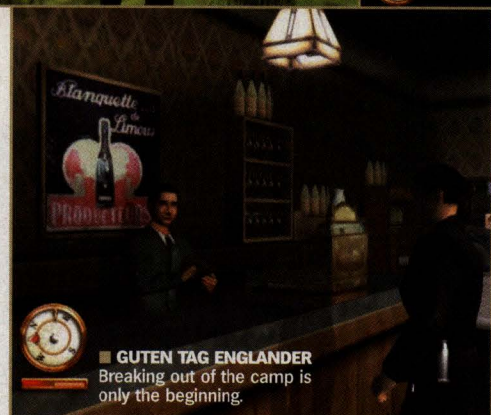
## THE DEVELOPMENT TEAM IS INTENT ON PACKING A VARIETY OF GAMEPLAY STYLES INTO ITS GREAT ESCAPE

film, or *Great Escape* virgins. The good news is that although there are a few more yards to tunnel before the game emerges from development, it looks like *The Great Escape* is bang on course to clear the wire.

Pivotal has taken the focus of the film – the planning and escaping from the POW camp – and made it the condensed, central section of a three-part game, played at different points through the eyes of four of the escapees: MacDonald, Hendley, Sedgewick and, of course, Hilt. A meaty third section is taken up with our heroes' escape routes through occupied Europe and, since this is a game,



■ **FLAMING HELL!** The opening missions explain how you got caught.

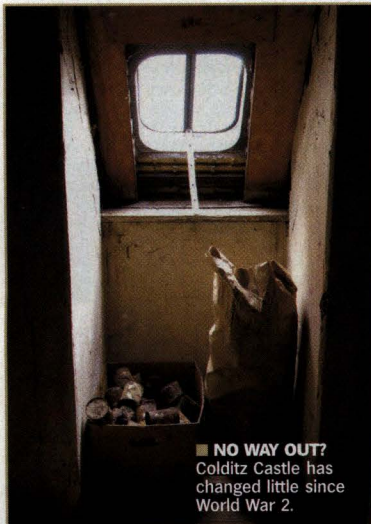


■ **GUTEN TAG ENGLANDER** Breaking out of the camp is only the beginning.

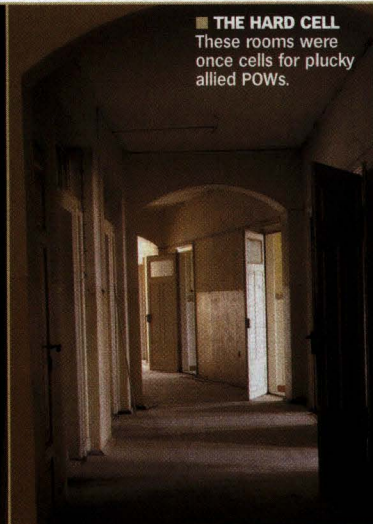
those who actually makes it to freedom will be determined by your gaming prowess. The real innovation though is the game's first section. Extrapolating from references made by characters in the film, Pivotal has created a series of opening levels that reveal the heroes' stories and numerous escape attempts leading up to their arrival at the 'escape-proof' Stalag Luft III. These levels not only flesh out well-known characters but also give gamers ample opportunity to hone their stealth, combat and escape skills in 'softer' camps before the actual 'great escape', just as the real escapees had done.

You may be surprised at the mention of 'combat'. After all, aside from Hilt's scuffling with a guard after 'Cooler' buddy Ives gets ventilated for rushing the fence, the film has precious little combat in it. Not so the game. The development team is intent on packing a variety of gameplay styles into its *Great Escape*. One thing is for certain: you won't be allowed to mistake *TGE* for Codemasters' relatively bloodless *Prisoner Of War*. As you'd expect there are stealth levels up the ying yang, but you'll also be plunged into numerous 'kill or be killed' action levels (during Sedgewick's escape he spends a while fighting with a French resistance group, for example) that require lightning reactions and a full clip. There might even be a fixed gun emplacement or two to commandeer. And you may remember MacDonald and Big X's frantic escape through the streets of Berlin. Well that's now a nerve-jangling pursuit level where you have to frantically out-run

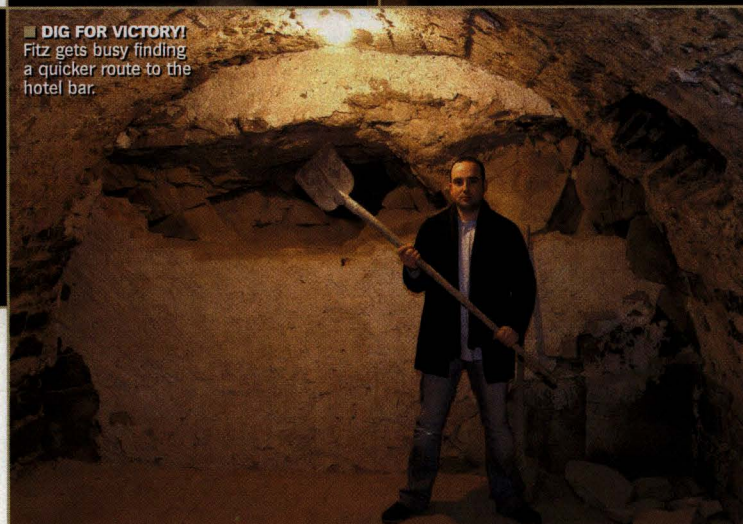




■ **THE HARD CELL**  
These rooms were once cells for plucky allied POWs.



■ **NO WAY OUT?**  
Colditz Castle has changed little since World War 2.

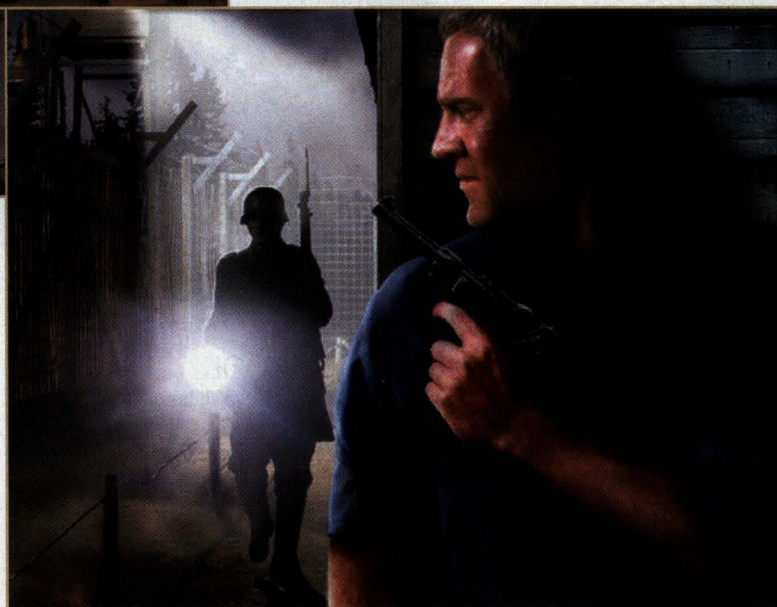


■ **DIG FOR VICTORY!**  
Fitz gets busy finding a quicker route to the hotel bar.



the enemy through the city. And then there's some inspired *Ico*-style 'fetch and ferry' shenanigans in the scrounger Hendley's later chapters. Just as in the film, Hendley's escape is complicated by having to take the increasingly blind forger Blythe with him. Armed with a simple set of commands, you get to lead your short-sighted buddy to freedom. At least, you will do if you're good enough...

The stealth gameplay, too, has been well thought out. Peeking, crawling, shimmying, stealing outfits and eyeballing through keyholes come as standard, as does a nifty rear-view camera to help you keep an eye out for patrolling goons. Best of all though, is the ability to get fellow POWs to cause distractions to cover your activities. Once your buddies are acting up, a distraction timer appears on screen briefly to show you how long you've got. It's a nice



■ **SEWER RAT** What made you think you'd be the only one down here?



■ **A FATE 'WURST' THAN DEATH** Can you bluff your way to freedom, Tommy?

## PAPERS PLEASE!

OPS2 interrogates SCI's Patrick O'Luanigh and Pivotal Games' Tomas Rawling at the border.

Are there many areas of the game where having seen *The Great Escape* on film will give you an advantage over people who haven't?  
**Patrick:** I guess there are two or three places where it might help you to get an objective a bit quicker, but no, we've deliberately made it so that people who don't know the film will be just as capable of playing and enjoying the game as people who do.

How much technology does *The Great Escape* share with *Conflict: Desert Storm*?  
**Tomas:** We definitely share the same core technology, and it's an advantage because you're not building something unknown. It allows you to concentrate on going in the direction you want rather than just building the basics. But we separated out the technology about a year ago. We've got a very different AI system. We don't use *Desert Storm*'s AI at all because we have so much more to model. We need guards to be able to distinguish between legal and illegal areas. The troops in *Conflict: Desert Storm* were just there to shoot you. Also the way the engine draws shadows is different - we needed shadows to be linked up to the AI.

Is it important to you that *The Great Escape* has an educational element? After all, the film is based on real events that occurred in a real POW camp, Stalag Luft III...

**Patrick:** We've tried to strike a balance between totally 'arcade-ifying' the game and making it real. The game manual has a dedication to all of the guys who were involved in the real escape. And we've tried to include a lot of details. There's a level called Parcel Delivery where you're receiving Red Cross care packages. There are things that happened in the original book but not in the film - hiding escape rations so the goons wouldn't confiscate them. We've tried to make it as realistic as possible without

turning it into a history lesson. At the end of the day the game's got to be fun.

Did you consider any other great WWII movie licences before choosing *The Great Escape*?  
**Patrick:** Oh yes. We had a long list of different things to look at. There are some fantastic war films and SCI has signed up *Where Eagles Dare* and *The Guns Of Navarone* as well...

Which character from *The Great Escape* do you most identify with?

**Patrick:** I think everyone likes Hilt. But me personally? I'd like to think I'm most like Big X. The main guy. Like a number of characters, he's based on a real person - Squadron Leader Roger Bushell. And he knew that he was going to be killed if he got caught again, but he planned the escape anyway.  
**Tomas:** Probably Sedgewick, the Australian, because he's the most easy-going one in there. Also, he gets out! [Laughs] I love the bit in the film where he nicks that bike. You think 'you've done that before haven't you?'



■ **LONG LIVE MCQUEEN!**  
Hilt never shot anyone in the film, but all that's about to change...

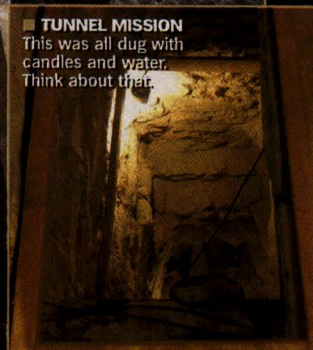




**■ WHERE'S THE BOG?**  
You better have a pretty good excuse for being out...



**■ TUNNEL MISSION**  
This was all dug with candles and water. Think about that.



## NAME, RANK AND NUMBER...

Who's Who in The Great Escape.



### HILTS (THE COOLER KING)

Played in the film by Steve McQueen, the unbelievably cool Hilt has no single, real-life counterpart (although a number of people have since claimed that their relatives show elements of his character. Yeah, right). In the game Hilt is a something of dab hand on a motorbike, too. Which comes in handy.



### MACDONALD (SECURITY)

Played by Gordon Jackson in the film, MacDonald is an amalgamation of three Stalag Luft III inmates: George Harsh, Tim Kirby Green and Bernard Scheldhauer. It was Scheldhauer who mistakenly answered a Gestapo officer in English, blowing his cover. In the game, however, MacDonald is fluent in German.



### SEDGEWICK (THE MANUFACTURER)

Again, Sedgewick is based on three real people. Played by James Coburn with an Australian accent rosey enough to make Dick Van Dyke blush, Sedgewick's successful escape to Spain was actually the fate of one Bob van der Stok. In the game, Sedgewick is skilled at dismantling and fixing mechanical objects.



### HENDLEY (THE SCROUNGER)

Before *The Rockford Files* gave him immortality, a dashing young James Garner played Hendley, the Canadian adept at procuring illegal items. It's likely his character is based on one Marcel Zillesen, who succeeded in bribing a number of Stalag Luft III guards. In the game, Hendley is a skilled pickpocket.



### BLYTHE (THE FORGER)

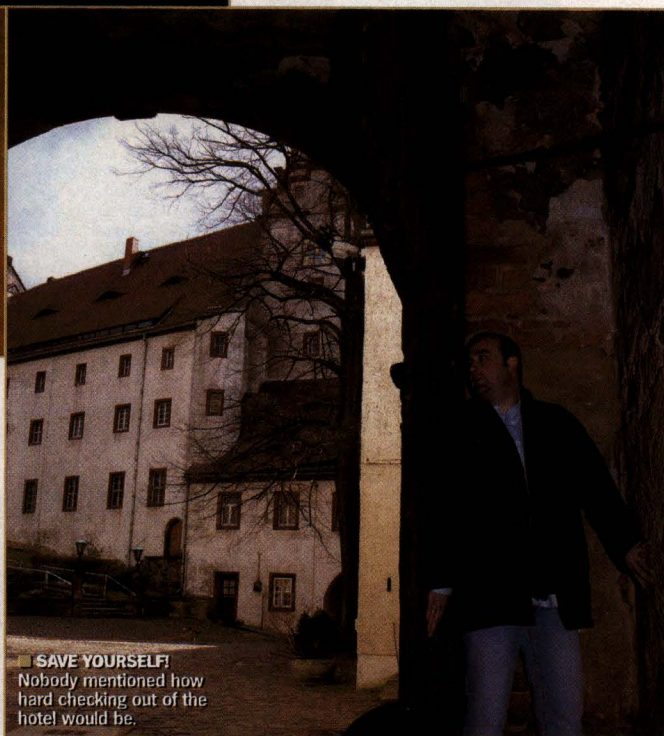
Played by Donald Pleasence, who himself had been a POW during WWII, Blythe (the camp's forger expert who gradually goes blind) is based loosely on Desmond Plunkett, a mapmaker; and Gilbert Walenn, the camp's real forger. In the game, Blythe is totally at the mercy of Hendley, his escape partner.

## ESCAPE IS IMPOSSIBLE!

Just how realistic is the film *The Great Escape*? We delve into the real history of Stalag Luft III.



Surprisingly, aside from Steve McQueen's bike stunts, very little of what happens in John Sturges' classic 1963 film is fiction. Stalag Luft III was a real and 'supposedly' escape-proof POW camp created to house all those allied airmen who had repeatedly broken out of other camps. With all that escape experience in one place it wasn't long before the escape to end all escapes was planned. Three separate tunnels named Tom, Dick and Harry were started, but after the discovery of 'Tom' all the efforts were concentrated on just one remaining tunnel, Harry. By the time Harry was completed, around 200 tonnes of earth had been excavated and scattered around the compound by officers with bags of dirt hanging down their trouser legs. The tunnel itself had electric lighting thanks to some stolen cable, plus a small wooden railway for each escapee to scoot along its length on. During the night of 24 March 1944, 76 POWs escaped from Stalag Luft III. Only three made the long journey to safety successfully. Of the remaining 73, only 23 were returned to POW camps on capture. The remaining 50 were illegally shot by the Gestapo...



**■ SAVE YOURSELF!**  
Nobody mentioned how hard checking out of the hotel would be.



**■ IT'S SHORT!** Just like the film, the escape tunnel doesn't reach the trees. Run for it!

### ■ FRAUGHT TRAIN

Hendley and Blythe get caught on a moving train. Papers please...

→ touch, and very helpful, especially since Pivotal has given your enemies a keen sense of hearing as well as sight.

## THE KING OF COOL

Of course, any fan of the film worth his or her salt will have had one overriding image playing in a loop through their minds since we began. Steve McQueen. And his motorbike. Leaping a barbed-wire fence. Have they made it in? Could you make a *Great Escape* game without them?

As if. But you may be surprised to see just how 'in' the game McQueen and that iconic scene are. You'll be glad to hear that last two levels of *TGE* are devoted to The Cooler King and his bike-assisted tear-arsing to neutral Switzerland. From Hilt's poleaxing a German motorbike dispatch with a length of wire, via a hot pursuit through chocolate-box Bavarian countryside to, well, how the game ends, is now down to you...

And as for Steve McQueen, when you play *The Great Escape*, it won't just be his likeness you'll be controlling. In the same way that SCI has got permission from filmmakers

MGM to use the movie recording of Elmer Bernstein's classic score, it has also been allowed to use McQueen's voice from the film in the game's cut-scenes in true Aaliyah/Tupac style. With McQueen posthumously 'on board' for the project, SCI has recorded the rest of the star-studded cast's dialogue using sound-alike actors. The best example of this was the decision to replicate James Coburn's appalling Australian/mockney accent as Sedgewick, despite having any number of true aussie thespians happy to provide an authentic performance. Now that's attention to detail.

Play the game and it's hard not to feel the hairs on the back of your neck stand to attention when you enter an FMV and hear McQueen tearing into Big X and MacDonald for their ludicrous escape plan. "Two-hundred and fifty? You're crazy. You should be locked up. You, too. Two-hundred and fifty guys just walking down the street?"

So far as movie licence spin-offs go, *The Great Escape* is certainly one of the most sensitive we've seen. There's clear respect for the big screen and literary source material, and - even though the developer would never pretend that the game is meant to be some kind of interactive WWII lesson - there's also a lot of accurate historical detail embedded in the gameplay. But, above all, this is set to be a gripping adventure, just like its celluloid inspiration. And if Pivotal and SCI achieve that goal, *The Great Escape* on PS2 will be home and dry... □

**IT'S HARD NOT TO FEEL THE HAIRS ON THE BACK OF YOUR NECK STAND TO ATTENTION WHEN YOU HEAR MCQUEEN**



**PARENTAL  
ADVISORY**  
PSYCHOTIC WRESTLERS

**FREE!**  
Guide to Metal Gear  
Substance - plus  
tons of cheats!

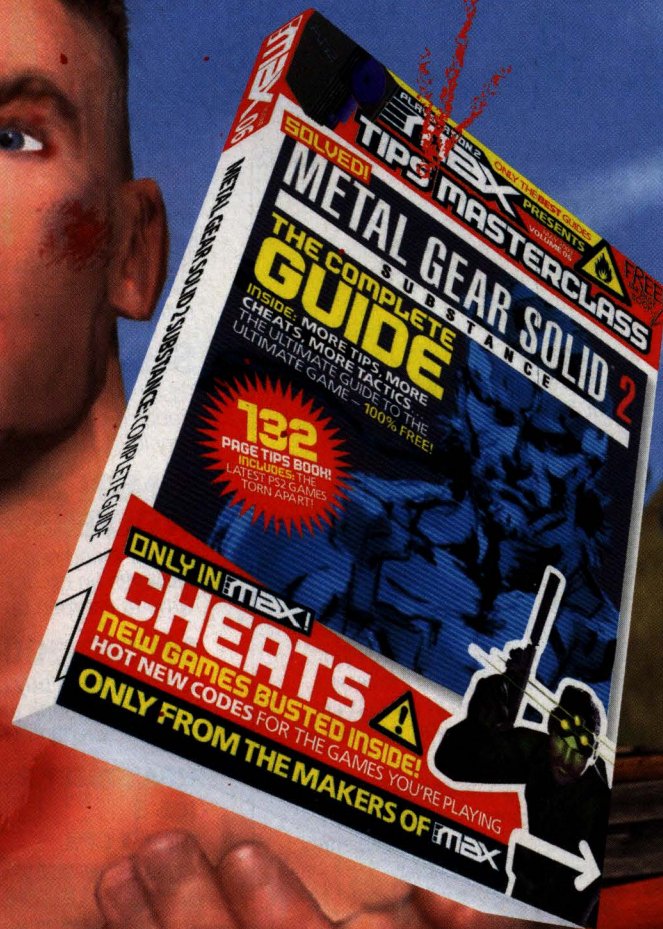
**WORLD EXCLUSIVE!**

# BACK YARD WRESTLING

**UNMISSABLE!** THE MOST VIOLENT  
GAME ON THE PLANET REVEALED!

**PLUS!**

MEDAL OF HONOR:  
RISING SUN PICS  
DEF JAM VENDETTA  
REVIEWED  
SPLINTER CELL AND  
TENCHU 3 TIPPED



Don't settle for second best  
**GET max**  
**OUT NOW**



# REVIEWS

## REVIEWS CHARTER



**Fact:** Official PlayStation 2 Magazine's reviews are the best in the business.

Our crack squad of experienced reviewers play the games longer, harder and better than anyone else – take a look at the screenshots in each review for proof. Rather than a few images from the first two levels or some replay footage, our review pages show we've played the games to bursting point. And then some...

We know how important games are to you, which is why you can trust us to differentiate the godlike from the godawful. The unrivalled depth of information and opinion we provide on every title reviewed enables you to decide if a certain game is up your street – or just up sh\*t creek.

So if you're thinking of heading down to a game store to spend your hard-earned cash, make sure you read our reviews first.

### REVIEW RATINGS

Here's what our review scores stand for:

10/10	Outstanding in every department. Your life is poorer without this game
9/10	An essential purchase
8/10	Highly recommended
7/10	Impressive and enjoyable
6/10	Ideal for fans of the genre
5/10	Average
4/10	Poor, but still with the odd moment
3/10	Extremely disappointing
2/10	A gaming travesty
1/10	You're joking, right?

**VERDICT** PlayStation 2

## THE OPS2 AWARDS

We don't hand out high scores for nothing, you know, so when you see one of these, you'll know it's a sign of quality. Look for them on game boxes.

**GOLD** PlayStation 2 **SILVER** PlayStation 2 **BRONZE** PlayStation 2

Given to the few games worthy of a 10/10 score. A Gold Award winner is as close to flawless as you can get. A life-enriching game.

A 9/10 score and a Silver Award is the mark of a supreme gaming experience and therefore an essential purchase for any PS2 owner.

When a game earns 8/10 it nabs itself a Bronze Award. Highly recommended, these games are guaranteed to satisfy.

## GAME REVIEWS

### SILENT HILL 3 070

Something wicked this way comes. Actually, make that hundreds of weeping, pustule ridden lumps of satanic flesh. Another ordinary day in Silent Hill then.

### SHINOBI 076

Faster than a speeding ninja, Shinobi boasts a troubled near future, hyperactive sword work and a very long scarf in one handy arcade package. Result.

### X-MEN 2: WOLVERINE'S REVENGE 080

Out for blood and on borrowed time, Wolverine embarks on an ass-kicking spree to rival any before. Time to sharpen up your knuckle knives people.

### MUSIC 3000 082

Can't afford to buy a professional recording studio? Us neither. Thank the gods of funk for the daddy of music creation games. Next Stop, CD:UK!

### NBA STREET 2 086

### ISS 3 088

### MOTO GP3 090

### DYNASTY WARRIORS 3: XTREME LEGENDS 092

### GUNFIGHTER II: THE REVENGE OF JESSE JAMES 092

### MYSTIC HEROES 094

### G1 JOCKEY 094

### NFL 2K3 095

### CHOPLIFTER: CRISIS SHIELD 095

### SWORD OF THE SAMURAI 096

### NBA 2K3 097

### ALL-STAR BASEBALL 2004 097

### MONSTER JAM: MAXIMUM DESTRUCTION 098

### USA RACER 098

### INTERNATIONAL CUE CLUB 098

### ACTIVISION ANTHOLOGY 098

### MARY-KATE AND ASHLEY: SWEET 16 LICENSED TO DRIVE 098

## MEDIA REVIEWS

### DVD RELEASES 102

Fargo; Special Edition, Unfaithful, Mr Deeds, X-Men 1.5 and more. We sort out the classics from the cack.

### THE SPINE COLLECTOR'S GUIDE TO: 1990 104

The cream of Nineties multiplex monsters now available for your viewing pleasure on shiny DVD-o-vision.

### MUSIC 105

New CDs from Electric Six, Blur, Linkin Park, The Yeah, Yeah Yeahs and more besides.



070



098



094 higa



092

## THE MEN WITH THE PENS

These are the men who slave over hot test stations and even hotter Macs to bring you the best reviews section in the world. See how this obsession becomes their art...



**GEORGE WALTER**  
So what has playing games taught you, George? "Stealing cars is bad, guns hurt people, not all women have DD-sized breasts and kung fu is best left to the experts."



**PAUL FITZPATRICK**  
We asked Fitz what his ultimate platformer hero would be. "A kleptomaniac badger with Tourette's Syndrome, called Shankley," comes the reply.



**KEITH STUART**  
You're on death row. What's your final game? "Pro Evo 2. I'd ask for my sentence to be commuted until I scored from a free kick thus extending my life indefinitely..."





076



095



096



080



090



**MARTIN KITTS**

If Martin had to choose a 'death row' game, he'd opt for *Metal Gear Solid 2*. "They wouldn't fry me during the cut-scenes. That's three extra days right there." Nice.



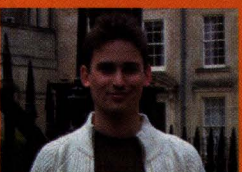
**TIM CLARK**

So Tim, what valuable lesson about real life has playing videogames taught you? "Burnout 2 taught me that cars are big metal coffins," he offers, hands shaking visibly...



**NICK ELLIS**

You're on death row. What's your final videogame request? "Vice City," offers Nellis. "I'd get the Apache chopper, then hunt the police and KILL! KILL! Guards?"



**MARK WYATT**

Mark's ultimate platform game would be called *The One And Only*. "You'd play a loveable guy called Chesney with his mole sidekick, Hawkes." Dear God.



**DAN GRIFFITHS**

So Dan, what valuable lesson has playing videogames taught you? A thoughtful pause, then, "You can't break open barrels with your arse. Believe me, I've tried."

## WELCOME TO REVIEWS



Oh Lara... There we were standing on the street corner with our best Mr Byrite suit on, clutching a wilting bunch of carnations and a packet of Turkish Delight from the ESSO garage, and Ms Croft never showed! Turns out she's still getting ready for the big date with OPS2. Well, while we're still looking forward to *Tomb Raider*, we haven't been pining away. In-between chasing around *Silent Hill* with Heather and a lot of offal, coming over all ninja in *Shinobi* and filling the dancefloor with *Music 3000*, we've scarcely had time to think. Enjoy!

*Paul*

Paul Fitzpatrick,  
Features Editor

## BODY COUNT

We pick out this month's top widowmakers.

SHINOBI	It's murder on the dancefloor!
SILENT HILL 3	Murdering meat harvest. Gaaah!
WOLVERINE'S REVENGE	Revenge! Claws! Mutant! Mer!
MUSIC 3000	Ninja tornado of steely death.





# SILENT HILL 3

*Come for the lakeside view; stay for the throbbing gristlebeasts and religious whackjobs.*



■ **RED MIST** Heather descends into the hellish 'other' world.



■ **DOLL PARTS** Scariest screen-shot... ever?



PUBLISHER: KONAMI  
DEVELOPER: KONAMI TYO  
PRICE: £39.99  
PLAYERS: 1  
OUT: 23 MAY  
WEB SITE:  
[WWW.KONAMITYO.COM/SH3](http://WWW.KONAMITYO.COM/SH3)  
60HZ MODE: YES  
WIDESCREEN: NO  
SURROUND SOUND: NO



On a blazing summer's day, a teenager nervously explores a ramshackle old house tucked away in the Texan undergrowth. It's over in seconds. A hulking figure wearing a butcher's apron and a mask sewn from human flesh lurches into view, brains the kid with a sledgehammer and slams the door shut. The camera lingers, unable to avert its gaze. Fast-forward 30 years and a pretty blonde descends into her own personal hell. Trapped in the underbelly of an unholy church, she makes her way down a corridor plastered with blood and filth. It's waiting beyond a barricade of broken wheelchairs and soiled mattresses. Strung from the ceiling are two girls, legs still twitching. From a vent

below something nameless claws and scratches at their ankles. The rest is lost in roaring static and screams...

Cards on the table, the idea that any videogame could match the gut-punching impact of *The Texas Chainsaw Massacre* is absurd. Or at least, it was. Until now. *Silent Hill 3* is an engine designed with a single purpose in mind: raw terror. And sweet baby Jesus, it doesn't disappoint. This is entertainment at its most bleak, claustrophobic and depressing. And in survival horror country, that's good news. Want more? It's also one of the most technically accomplished titles on the system, bursting with complex lighting techniques and pin-sharp textures. Konami has spawned a world where every single pixel is infused with pure evil. A place

### ■ BACK STORY

Ever since Capcom's rotting pooch leapt through the window in *Resident Evil* the race has been on to develop the ultimate videogame nasty. Set in the perma-foggy town of *Silent Hill*, Konami's own survival horror series is renowned for delivering cerebral scares and MENSA-grade puzzles. Directed by Kazushide Nakazawa, this is the third game in the franchise and, oddly, Europe gets it before anyone else.



## MONSTERS INC

Meet a selection of Silent Hill 3's most odious inhabitants. Signed photos available on request.



### INSANE CANCER

Yes, that really is the name Konami is calling these offensively corpulent creatures. Their faces look like they've already been stove-in, so don't feel bad about giving 'em a shoeing.



### SPLIT WORM

A giant maggot is the first of the game's boss characters. Fortunately, it's easy to beat: all you need to do is find the gigantic kettle...



### DOUBLE-FACED DOG

There must be some kind of contractual obligation that states you have to include zombie dogs in every survival horror game. These mutts have got split faces which flap open like the alien-infected husky from *The Thing*.



### CLOSER

Tough to know where to start with this one. Kind of like a giant eyeball on stalks, except about seven-foot tall and with huge fleshy limbs.



### SUICIDE IS PAINLESS

Screaming OPS2 hack not pictured.



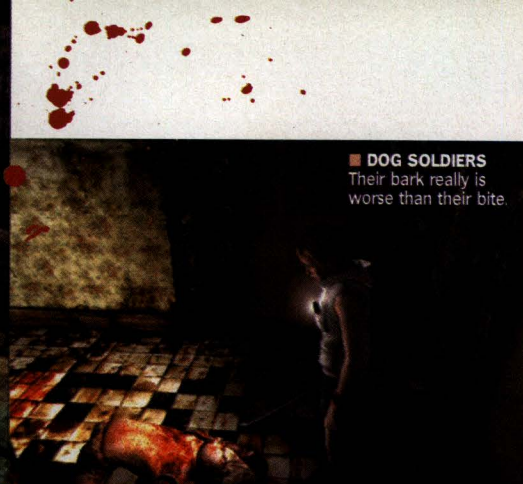
### THE FOG

You won't be seeing too much of it this time.



### DOG SOLDIERS

Their bark really is worse than their bite.



→ infested by monsters that pulsate like rump steak left in the sun. It's sh\*t-the-bed-scary and we're about to thank them for it.

## I SEE A DARKNESS

So what makes this different to the usual item-ferrying, cadaver-stomping frightmongery? Well, there's no slow burn build-up for starters. You're simply dumped in a derelict amusement park, crawling with biology-defying monstrosities, and left to get on with it. Don't worry though, because... well, you'll see. Anyway, Heather ends up trapped in the local shopping mall and, cleverly, you don't even visit the fog-choked streets of Silent Hill until the final reel. By which point Heather – the game's mop-haired star – will have shot, hacked and bludgeoned her way through the most gloriously vile environments on PS2. Happily, she's a much more likeable character than old misery-guts from the last one. And, yeah, wearing that skirt and those boots, she does look cuter than a kitten in a basket of flowers. But it's Heather's sassy, valley girl attitude that makes you want to protect her from the split-faced hounds and shambling abominations that

patrol the game's rust-caked corridors. Which is just as well, because the action element in *Silent Hill 3* has been amped-up to artery-popping levels. Puzzles still play a part, but (on the default setting at least) it's typical combine-this-item-with-that stuff. Near the end, things do get trickier, with a couple of brain-muddling riddles to crack, but the emphasis is very much on sticking the boot into slaving monsters.

Moving the series in a more action-orientated direction involved major risks. For starters, the difficulty curve could've ended up looking like a cliff face. Thankfully the whole shooting match has been balanced with near surgical precision. Provided you don't start squeezing off rounds like Phil Spector on a bender, there's generally enough ammo to see Heather through relatively unscathed. Clever design means backtracking is kept to a minimum, and there always seems to be a save point (that'll be those weird occult symbols) when you need one. It's just good playtesting really, but invaluable in terms of avoiding player frustration.

The other danger was that the combat might become repetitive. To prevent the problem the art

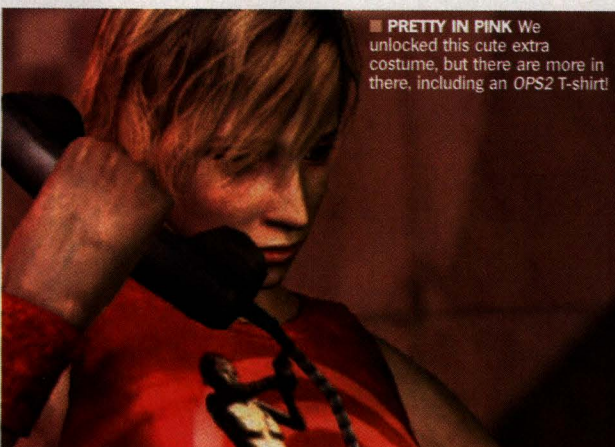
### OCCULT CLASSIC

Interior design by Aleister Crowley.



## WHO'S GOT THE MAP?

Exploring is a logical process. ④ brings up a map, which shows locations of objects and unlocked doors.



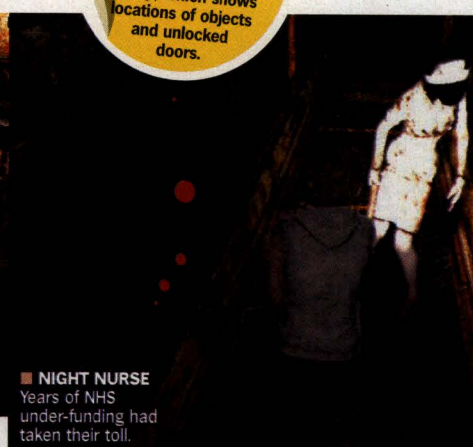
### PRETTY IN PINK

We unlocked this cute extra costume, but there are more in there, including an OPS2 T-shirt!



### BLOODY HELL

In retrospect, sacrificing that virgin was an error.



### NIGHT NURSE

Years of NHS under-funding had taken their toll.

## RAISING HELL

At key moments during the game, Heather slips out of the real world and into a hellish dimension of blood-stained walls and twisted geometry. Here's how...



1 I know you're drenched in blood love, but this is no time for a soak in the tub.

2 No, don't touch the tap Heather, we both know what's going to happen.

3 Yep, there it is. The whole bath's filling up with foul-smelling claret. Great.

4 It's no good acting surprised. We tried to warn you, but oh no...

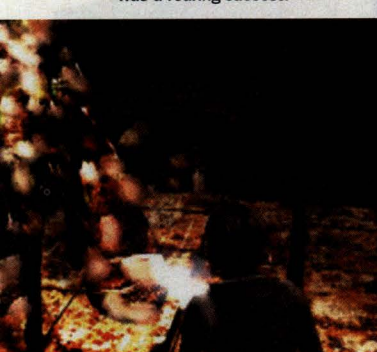
5 Now the real world is being replaced by a demonic alternate dimension.

6 And you've got to fight your way through a new batch of sick-inducing abominations.





**■ NECROPHOBIA** The school trip to the morgue was a roaring success.



**■ ATROCITY EXHIBITION** Looks like we're going to need bigger guns.



**■ CHILD'S PLAY** This scribble is what passes for a map in the final section of the game. Cheers then.

team – under the clearly deranged direction of Masahiro Ito – has cooked up an absolutely revolting selection of enemies. Particularly horrendous are the naked blubberboys who die with huge, flatulent gurgles. You'll also be delighted to learn that the demon nurses are back, and this time they're packing heat. Significantly, the monsters don't *usually* respawn once you've killed them. Instead of vanishing, the corpses stay put, which is vital to the gameplay dynamic because it means you only really need to clear the areas you're likely to revisit. If you're just passing through, then running away – yeah, like a girl – is the smart choice.

Although 'bottling it' might not be to everyone's taste, if you want to see the credits roll you might as well get used to dodging around like a star quarterback. Shame then, that the controls are so desperately clunky. If you're going to borrow anything from *Resident Evil*, don't make it the creaking rotate-on-the-spot control system. In this analogue age, does anyone else think holding down a button to run is nothing short of an insult? Still, at least Heather can fire her pistol while moving, and if you grin and bear it for long enough, eventually the controls fade

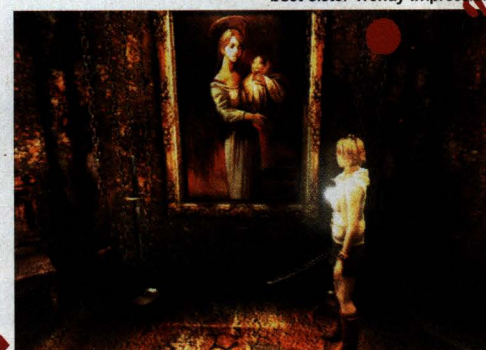
into the background – only really becoming an issue during boss battles and when you have to make Heather navigate narrow platforms at speed. Which is when she invariably gets stuck in her 'oops, I'm about to topple over a ledge' animation, leaving you pawing at the buttons like a teenager on his first date.

## KONAMI HAS SPAWNED A WORLD WHERE EVERY SINGLE PIXEL IS INFUSED WITH PURE EVIL

### THE INTENSE HUMMING OF EVIL

Control issues aside, technically speaking, *Silent Hill 3* is a masterpiece. The visuals are beautifully detailed, except that doesn't sound right when we're talking about baths that overflow with sticky black blood, walls covered in seething flesh and lockers that swing open to reveal flayed torsos thrashing about spasmodically. Special mention must also go to the lighting, which is streets ahead of anything you'll see in *Splinter Cell*. Huge chunks of the game take place in almost total darkness, with Heather's pocket torch throwing jagged shadows off every object. The level of detail is so exhaustive that you can actually see shadows fall in the creases of her clothes.

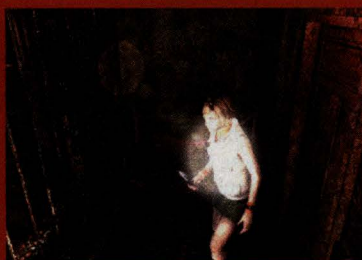
**■ PORTRAIT OF A SERIAL KILLER** Heather does her best Sister Wendy impression.



## LOCK AND LOAD

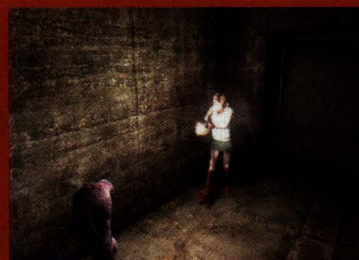
### WEAPONS OF CRASS DESTRUCTION

*Sweet and innocent she might be, but get fresh with Heather and she'll show you the business end of these babies.*



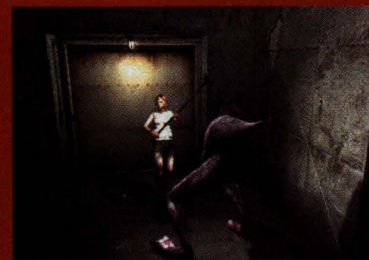
#### KNIFE

It's the kind of knife every kid buys on a school trip to Calais, but it's of little use against towering slabs of demonic muscle.



#### HANDGUN

This is your standard pop-gun. It doesn't pack much of a punch, but at least the bullets are in plentiful supply.



#### MACE

No idea what it's doing in the game. The mace is so heavy, Heather can barely swing it. Connect though, and it does plenty of damage.



#### LEAD PIPE

A big pipe. Made of lead. Cumbersome to use and not particularly strong. Better deal it ASAP.



#### KATANA

Lightweight and powerful, Heather uses the ninja sword to attack with swift three-hit combos. Plus it looks cool-as-you-like.



#### UZI

The ammo is outrageously scarce but check your inventory at the beginning because Heather actually starts with the Uzi available. Enjoy it while it lasts.



#### FLAMETHROWER

Get in! Complete the game and this beauty is waiting for you in the bakery. Infinite ammo means the whole town soon smells like... victory.



### ROLL CALL

### CRAZY PEOPLE

Silent Hill 3's cast features two boys and two girls. Say hello to survival horror's answer to ABBA.



HEATHER

The poor lamb can barely remember her past, and currently lives with her dad. It might be wrong but we like to pretend she's 24's Elisha Cuthbert while playing. Run, Heather run!



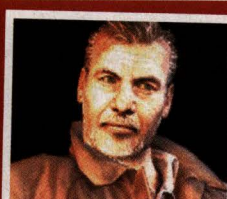
VINCENT

Vince keeps his motivations shrouded in secrecy. His sarky comments ("You like stamping on them, don't you?") suggest he's not one of the good guys. Is he really in cahoots with Claudia?



CLAUDIA

Claudia is a God-bothering weirdo who talks with a mannered British accent. Can you guess whose side she's on? She seems to know an unusual amount about Heather's upbringing...



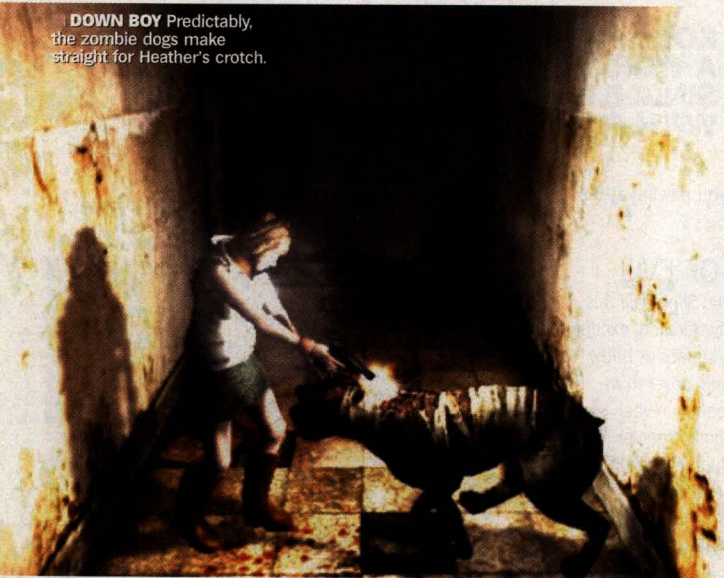
DOUGLAS

He's the chubby private dick hired by Claudia to find Heather. Although trusting a man with a beard goes against everything we believe him, Doug seems like a stand-up kinda guy.



RED RUM "I like what you've done here..."

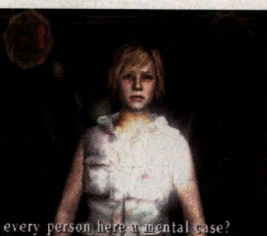
**DOWN BOY** Predictably, the zombie dogs make straight for Heather's crotch.



**TUBE STRIKE** For anyone who's ever used the Northern Line after dark, this section will be more a gritty documentary.



**SOMEBODY SAVE ME** Runic symbols act as save points.



every person here a mental case?

**BE MY LIGHT** Heather's torch is barely bright enough.



**TUBEWAY ARMY** Heather takes a zero-tolerance stance on fare-dodging dogs.

But it's the sanity-bothering soundtrack that really terrifies. A perfectly-pitched blend of guitar-driven melancholy and creepy electronica, punctuated by atonal strings, industrial clanging, braying donkeys, chattering teeth, bawling children and just about any other noise which might conceivably loosen your bowels. Okay, so unsettling atmospherics and oceans of claret are no strangers to Silent Hill, but what sets the third game apart is the way it delivers set-piece shocks. At one point Heather has to explore the fairground's haunted house ride, complete with classic Vincent Price voiceover. Without wanting to spoil things, let's just say what happens made us yelp out loud. And not in a good way.

The other main 'attraction' of the Silent Hill series is its tortuously-plotted story lines. So it's slightly disappointing that we were able to suss out most of what was going on midway through this third instalment. Cheer up though, because it still boasts the most revolting climax this side of a night of passion with Rik Waller. More importantly, the story is delivered with controlled menace, using every media available – scratchy tape recordings, mysterious phone calls, grainy Super 8 footage – to unnerve the player. As for the plot, it's the

usual psychodrama about repressed memory and secret identities, but with a helping of quasi-religious weirdness spooned over the top. You wouldn't have it any other way, right?

We've spent sleepless nights deliberating over the final score, largely because Silent Hill 3 doesn't bring anything exactly new to the table. However, as a nerve-frying exercise in undiluted terror, the game outstrips its predecessor by an interstellar mile. And that's why it deserves the extra mark. So it's strange that SH3 is arguably also the death rattle of survival horror as it stands, because it's hard to see where the genre goes from here. Things certainly can't get much sicker. Whatever comes next will need to offer major innovations – with network play looking like the obvious answer. Mmm... fresh meat. **Tim Clark**

### SILENT HILL 3

#### Why we'd buy it:

- Being scared reminds us we're alive
- Konami makes the PS2 sing so sweetly
- For aversion therapy purposes

#### Why we'd leave it:

- We're big crybabies who hate horror
- Shonky control system, repetitive combat
- Not enough Uzi ammo

#### Graphics

Filthy like a Swedish au pair.

09

#### Sound

Utterly repellent, in a state-of-the-art sort of way.

10

#### Gameplay

It's bigger, better and bloodier

08

#### Life span

Just shy of MGS2 length, but well worth replaying

07

Looks like we picked the wrong week to quit horse tranquilisers. The nastiest game on PS2 – we dare you to play it.

09

OFFICIAL VERDICT

### DO YOU LIKE SCARY MOVIES?

Silent Hill 3 is a potpourri of horror film influences. Get the incontinence pants on and treat yourself to five of our faves.

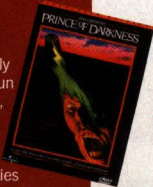
#### RING

Heather has more in common with the evil Sadako than you might imagine, and Silent Hill 3 also shares Ring's haunting sense of 'otherness' and its obsession with evil nippers.



#### PRINCE OF DARKNESS

Has Heather really got a demonic bun in the oven? If so, this would be a clear reference to John Carpenter's Eighties schlockfest about science students trying to prevent the devil from entering our dimension.



#### THE EYE

Blind girl gets her peepers replaced and starts seeing unimaginable atrocities. Should've gone private, love. Arguably scarier than Ring, but the ending is a bit of a cop-out.



#### JACOB'S LADDER

Baffling plot, deserted subway stations, twitching monstrosities and the hospital from hell. The influence of this grim, cerebral shocker is all over Silent Hill like a particularly painful rash.



#### WATERSHIP DOWN

This is still the only film we can't watch all the way until the end. The scene where the evil rabbit shreds the cute one's ears robbed us of our innocence. Don't go into the light Hazell!

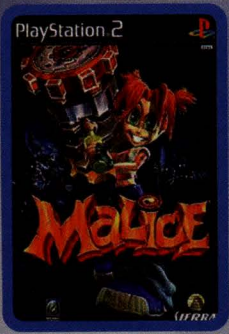


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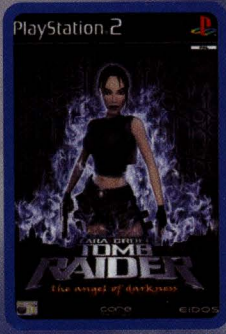
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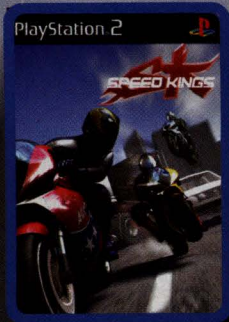
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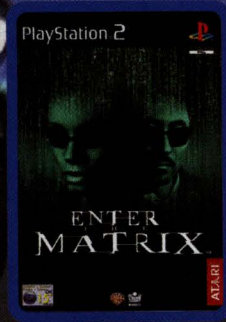
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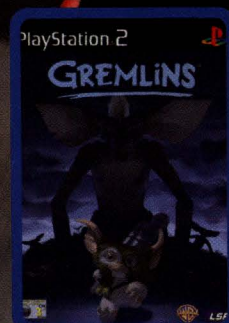
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Wolverine's Revenge



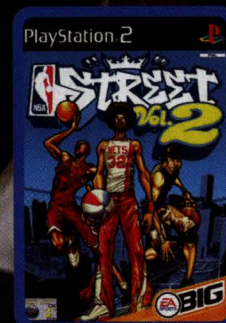
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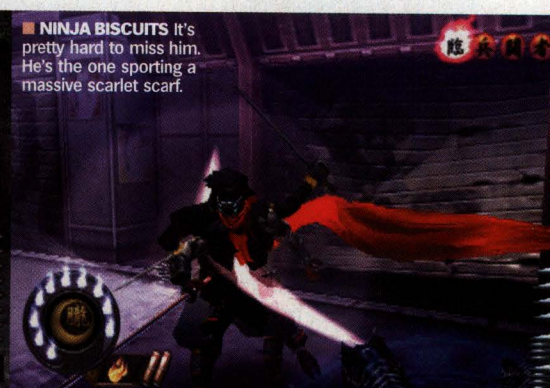
## DOGS OF WAR

Armoured dogs can only be attacked from behind. And that's a fact.



## NINJA BISCUITS

It's pretty hard to miss him. He's the one sporting a massive scarlet scarf.



# SHINOBI

Back from the dead. Another arcade legend lives large on PS2.

PUBLISHER: SCEE  
DEVELOPER: SEGA  
PRICE: £39.99  
PLAYERS: 1  
OUT: NOW  
WEB SITE: WWW.SHINOBI.COM  
60HZ MODE: YES  
SURROUND SOUND: NO  
WIDESCREEN: NO

## BACK STORY

Sega is currently being very selective which games are being re-imagined on PlayStation 2. It's a shame that the one it chose to resurrect was Shinobi. We'd have much rather had an update of racing classic OutRun.



What goes around comes around. Day becomes night, milk becomes cheese, and wine gets better. The passage of time shatters rocks, wrinkles faces and blitzes hair.

Videogames, in turn, are either remembered fondly or treated to a PS2 makeover. And now it's the turn of Sega's 'classic' Shinobi. An ancient arcade game that was given to console conversions and a major consumer of coinage in the mid-Eighties. The premise is simple: A man with a scarf hacks baddies in half with a sword and avoids death.

Little has changed – except the new Shinobi doesn't look like a screenful of living Lego. Where blocks and lines once vibrated, there is now a 3D swordsman and

3D things for him to slash. Movement through the level is effected with the left stick and the trailing camera is controlled with the right. Jumps, sword swishes, special weapons and 'stealth dashes' are then scattered around the remaining buttons. It's very simple and – for want of a new word, capable of likening something to a game you might find in an arcade – arcadey. Complexity is introduced through a Shuriken (a long-range projectile weapon that is amassed via pick-ups and can take out foes before they get within Katana range) and the Ninjutsu power-ups, which are useful for baddies who arrive en-masse plus the frequent end of level bosses.

## FLY, ON THE WALL

Hotsuma, our hero, is on a quest to rid Tokyo of Hiruko, an evil sorcerer and his private army of monsters. As the game continues we're introduced to an increasing variety of ever tougher opponents and monsters while exploring the strange futuristic/medieval theme and setting that is Shinobi's world. It's a

AL GORE Puncture an opponent with your sword and they'll spout a polite fountain of the red stuff.



ARMOUR-GEDDON As the game progresses the enemies become increasingly tough to crack.







■ **NUCLEAR FISH'N**  
These flying fish are among the most irritating enemies.

■ **SCARF ACE** Your lovely red scarf follows your every move, snaking around as you thrash about.



very simple game, all told. Things are killed and, through their death, doors are opened. There is no reason why the two are connected – but that's videogames for you. Novelty is injected through the ability to leap onto walls and impossibly run along them. Press jump again to break your sticky feet free and continue as normal. This presents some interesting puzzle-like uses of scenery where it's only possible to climb to higher levels by leaping from wall to wall. Similarly innovative is the stealth dash where, upon hitting a button, you whizz forwards a few steps, rapidly sidestepping an approaching attacker or beaming behind someone who has an armoured front but a soft vulnerable backside. And we must give praise to the creator of Hotsuma's scarf physics. This is quite probably the most impressive scarf ever featured in a game. And you can quote us on that.

Also novel is the slash meter which shows how 'hungry' your sword is. As you run around looking for things to kill, this meter depletes as your sword grows hungrier for death. By killing something (and collecting its red orb) this meter is topped up. Allow it to reach zero

however, and it will begin to sap your own strength. The incentive, therefore, is to seek out and kill enemies as quickly as possible – a clever device that prevents you from charging headlong through a level and not fighting all the interesting baddies. And, if you kill all of the baddies on screen before the first falls to the floor then you perform a 'Tate' (pronounced 'Ta-tay') which not only shows a cool cutaway of you sheathing your sword as the baddies fall into pieces around you, but maxes out your slash meter, earning you time to locate and dispatch the next squad of enemies at your leisure.

## WHILE THE BADDIES ARE ADEQUATELY ANIMATED AND NUMEROUS, THE SAME CAN'T BE SAID OF THE SCENERY

### BACKTRACKS OF OUR TEARS

Unfortunately, while the baddies are adequately animated and numerous, the same cannot be said of the scenery. Levels consist of nothing more than drab corridors no wider than a screen, and, after an intense combat sesh it's all too easy to forget where you came in and which way you should pelt next. You'll kill everything that you can see and yet still not be able to open a doorway to the next section. The solution? To backtrack, running up and down every dead end in the hope of triggering the beam-down of the final squad of baddies. Now imagine

### BE A SPIDER-MAN!

Using the walls is often your only opportunity to reach parts of levels. So keep an eye out for 'sticky-looking' surfaces.

## NINJA BENEFITS

If it all gets a bit too hectic for you, let off a Ninja smart bomb.



The Kaen special attack will create a fireball with which to fry your enemies.

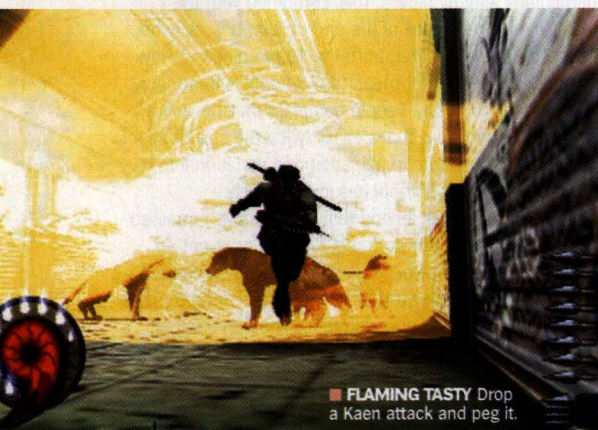


Kamaitachi will send down a lightning storm, damaging anyone in the vicinity.



The Raijin will not only make you invincible but turn your sword blue. Cool.

■ **BALLS OF FIRE** Special attacks will clear the screen.



■ **FLAMING TASTY** Drop a Kaen attack and peg it.



■ **STAND AND DELIVER**  
Between fights Hotsuma just can't help showing off.



### HACK SORE

Take out a whole squad of baddies before the first one falls and be very smug indeed.



**STEP 1: APPROACH THE ENEMY**  
As you approach an exit point you can bet that a bunch of baddies will appear and block your way. Choose your first target.



**STEP 2: MAKE YOUR FIRST KILL**  
A swift stab and a slash with your blade will take him out, no problem. From this moment the clock begins ticking. The pressure is now on.



**STEP 3: FIND YOUR NEXT HIT**  
Pressing **□** will cause you to lock onto the next nearest enemy. If he's within range simply slash. If not dash up and let him have it.



**STEP 4: MOP UP STRAGGLERS**  
It's often best to leave the big guys until last. Steam right in and give him your undivided attention. Rapid sword work should do the job.



**STEP 5: LOOK REALLY COOL**  
Take out the final guy within the allotted time and all the enemies will crumble around you while you turn your back on them dismissively and walk off.



■ **SHORT SHRIFT** Be prepared for some unusual garmentry.



■ **GARETH GATES** Only when all the bad guys have been killed will the gates finally open.



■ **WALL BANGER** Run and jump at walls and you'll stick to them, allowing you to climb upwards.

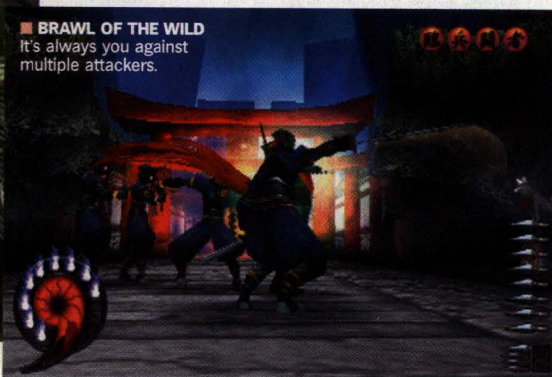
■ **CUTTING CREW** Get too close and you may be pestered.



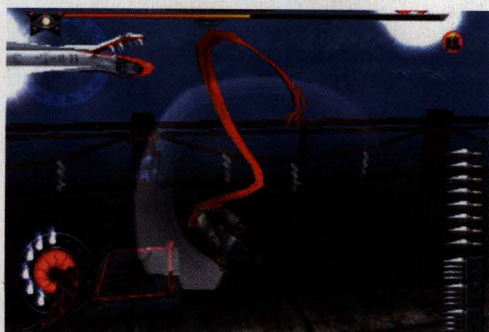
■ **SLASH AND BURN** You're frequently attacked from the air and the ground simultaneously. Which is a pain, frankly.



■ **EIGHT-LEGGED GEEKS** The icons in the top right of the screen show how many foes are awaiting your attention.



■ **BRAWL OF THE WILD** It's always you against multiple attackers.



■ **SHURIKEN AND BARBIE** You have a limited number of throwing knives at your disposal. So use them well.



■ **DASH FOR QUESTIONS** The stealth dash is great for getting you in or out of trouble quickly. Use it to confuse and confound slow-witted enemies armed with heavy weapons.

**WHILE TEKKEN ET AL ARE 3D, ACTUAL COMBAT TAKES PLACE ON A 2D PLANE – A TRICK SHINOBI CHOOSES NOT TO PERFORM**

→ doing this as your impatient sword slowly saps your life away. Or perhaps being forced to repeatedly re-negotiate a tricky set of platform jumps (with 'instant-death' chasms) only to find that the final bad guy isn't awaiting your company on the other side. And as the game continues, and the jumps get more complicated, the worse the problem gets. If we must have 'one slip and it's game over'-type hazards then please don't make us run the same gauntlet more than once. It's been a long time since we've played a game without restart points. Fail in *Shinobi* and you're tediously thrust back at the start of the level.

Ultimately though, it's the camera view that deals the finishing blow to *Shinobi*. The distance from aerial assailants is impossible to judge from the third-person view and often these critters obscure your ground-based combat as they fuss around between the camera and your character. And – worse – attackers often lie off-screen. The result is that your battle is never the laser-accurate dance of death you were hoping for. Too often you're lunging and swishing to catch baddies you hope are just off to one side, or hammering 'attack' as a mess of limbs and wings obscures your view.

It's worth remembering that while *Tekken* et al are 3D, the actual combat takes place on a 2D plane, so you're always pointing at what you should be hitting and the camera takes a side-on view. It's a subtle trick that means you're not floundering around looking for your next thing to pummel – and one *Shinobi* chooses not to perform.

Ground-based enemies are fine, but by including flying beasts and wall crawlers you're often left stupidly leaping into the air, repeatedly swishing your sword trying to kill something hovering off the top of the screen. And once you've jumped up and stuck yourself to a

## BOSS TO MOVE

Everyone knows that the best bit about completing a stage is the end-of-level boss. Usually.



**TANKS!** Tanks are tough when you're far away, but up close these brutes stand no chance.



**HELICOPTER!** Attacking a man with a sword with a helicopter seems like overkill to us.



**LARGE BIPEDAL MONSTERS!** A basic rule of *Shinobi* is that things are weaker when you attack from behind.



**MORE HELICOPTERS!** It's the return of the helicopter 'that refused to die'. So just kill him. Again.

wall you can't then move up and down (you can only run horizontally) meaning that baddies can taunt you while fractionally out of sword range. It all adds up to make you look less the ninja and more the fool.

Plus there are only eight levels – split into two not particularly lengthy halves. This, combined with the relatively simple nature of the end of level bosses (who seem to have been lifted from the 1994 edition of *How To Make A Videogame*) mean that *Shinobi* is thoroughly caneable within a day. People complain that *Devil May Cry 2* is too short but that's easily twice the size of this effort and packs more imagination and variation into its first half hour than *Shinobi* has in its entirety.

So, a videogames legend that should have remained just that. The transition to three dimensions is not an easy one and unless you're going to produce a camera that makes the game work and enough scenery to make the game worthwhile then you really shouldn't bother. Still, nice scarf. □ Daniel Griffiths

## SHINOBI

### Why we'd buy it:

- We love the original game
- We like scarves
- We've always wanted to play a combination of DMC and Tenchu

### Why we'd leave it:

- Rubbish camera
- Levels are short and samey
- Cliche-ridden bosses

### Graphics

Sharp, fast but ultimately samey

06

### Sound

Repetitive music and sword 'ker-ching's

06

### Gameplay

Hack, run, slash, run, rinse and repeat

05

### Life span

16 short (half) levels

05

There's a lot to be said for fun, no-brainer action games. And *Shinobi*'s brain is smaller than most.

06

OFFICIAL VERDICT



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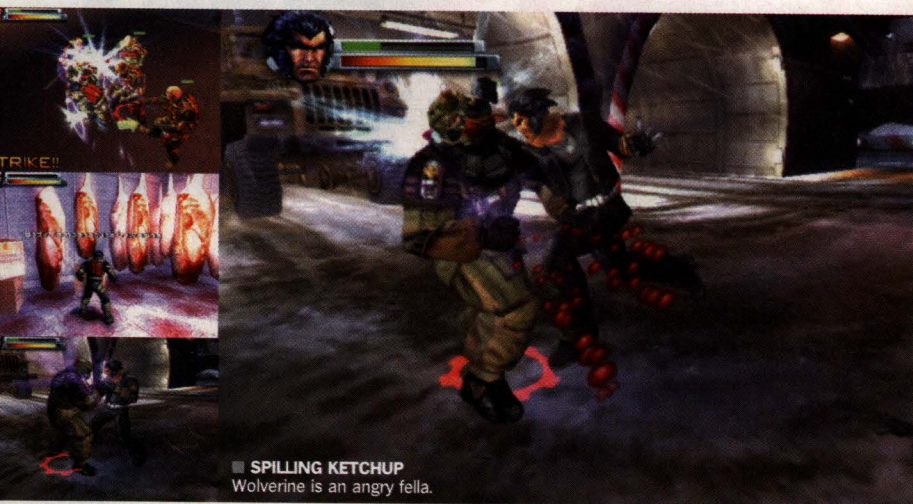
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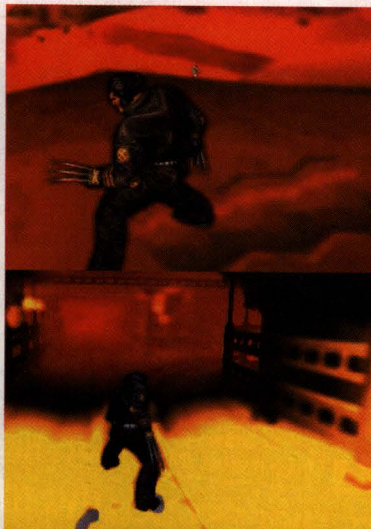


# REVIEW

## X-MEN 2: WOLVERINE'S REVENGE



■ **SPILLING KETCHUP**  
Wolverine is an angry fella.



■ **NERVES OF STEEL**  
Strike moves make for great eye candy.



■ **DROP OUT**  
Wolverine thinks about letting his guard down.



### X-CITING X-TRAS

If defusing a genetic time-bomb in your own bloodstream wasn't work enough, if you've got time you can always go off in search of these hidden extra treats.

While you're busy slicing and dicing your way to personal goon-slaughtering, best keep a look out for suspiciously shaded patches of wall and strategically placed barrels that have 'Hit me, I explode' written all over them. Explore and you'll find a scattered treasure trove of icons that unlock some choice bonus items including six alternative Wolverine costumes, a host of data files that offer background on characters and locations in the game, and oodles of artwork.



# X-MEN 2: WOLVERINE'S REVENGE

Hairy man with knuckle cutlery is out for payback. You wanna stand in his way?

PUBLISHER: **ACTIVISION**  
DEVELOPER: **GENEPOOL SOFTWARE/WARTHOG**  
PRICE: **£29.99**  
PLAYERS: **1**  
OUT: **NOW**  
WEB SITE: **WWW.ACTIVISION.COM**  
60HZ MODE: **NO**  
SURROUND SOUND: **NO**  
WIDESCREEN: **NO**

### ■ BACK STORY

Wolverine's Revenge is not the first Activision game based on the cool-as-you-like X-Men licence. Next Dimension was a traditional, if uninspired beat-'em-up. Boasting a story written by Marvel comics veteran Larry Hama, WR aims to put flesh on the franchise's bones. Fans, your time has come...



Ever heard of The Stockholm Syndrome? It describes the bizarre affection victims of prolonged abuse, danger, and/or stress sometimes feel for those who dish it out.

Nuts as the concept may sound, it's a scenario you may come to identify with while playing *Wolverine's Revenge*. To say that sections of the game are hard is an understatement to rival 'Jeffrey Dahmer liked his meat'. You'll rant, curse; you may even storm out of the room as the screen coolly asks you if you want to 'restart the level' for the umpteenth time. But you know what? Despite yourself, you will return, and you will have another crack at it. And when – finger-bruised and bleary – you finally complete the section or trash the boss, the sense of battered relief and achievement will turn fury into joy just like that. And in that disorientating moment you'll forgive the game everything. It's an odd feeling. Then again, it's also a powerful testament to the game's core likeability. But enough. You want to know what *Wolverine's Revenge* is about, right?

Penned by long-time *Wolverine* comic scribe, Marvel's Larry Hama, the game delves into the adamantium-reinforced X-man's tortured past as survivor of a government experiment to create indestructible fighting machines. The opening act is set in 1968 at the Preparation H/Department H compound. You take control of Logan at the instant he becomes aware of his

captors and breaks free. Serving as a tense prologue to the game and as a training level, it's pretty full-on. On-screen prompts acquaint you with the stealth, feral vision and combat controls as you navigate your way out of an expansive environment peppered with enemies. By the time the prologue act is through you'll feel like a veteran – you'll have had the mother of battles with fellow 'experiment' Sabretooth and will be absorbing the news that Wolverine is carrying a terminator virus set to kill him faster than a wonky seafood platter.

Fast-forward to the present day and the long-dormant virus is incubating, giving Wolverine a pulse-quickenning 48 hours to find a cure. His journey back to (and infiltration of) the icy research facility supplies the 'adventure' part of this action adventure. As for the 'action' part, try substituting 'fight'.

### FISTS OF FURY

Credit is due to the developer for creating a combat system that delivers a bag of crowd-pleasing money-shot moves whilst firmly embracing the 'Keep It Simple, Stupid' approach. Wolverine can ladle out pastings with his talons in or out, but once the action begins, you use just a kick and punch button linked with jump. On its own, this system would not be enough to keep anyone gripped. And that's why you have the Strike function. As you soften up your foes, the word 'Strike' will appear.





**HAVE SOME** Multiple opponents are no problem for Mr Wolverine.



**WHAT'S ON TV?** Wolverine decides to change the channel.



**WHAT DO POINTS MAKE?** Kick some ass and rack up points for enhanced moves.

**WENDIGO-ROUND**  
And you thought Logan was nails. Try taking down the Wendigo...



As Professor X helpfully points out in a floaty telepathic way just before Wolverine's showdown with a raging fur ball, "The Wendigo can't be killed..." Cheers Patrick.



If you manage to out-run the Wendigo's stampede, you need to dash behind it, stun it with your claws and grab its tail. No, the other end. Now swing it around and chuck it into the chasm. Easier said than done.



And repeat. A lot. You may want to watch out for the constant rain of skull-cleaving stalactites and Wendigo's seismic foot stamp. Oh and the 300-foot drop off the fight area onto pointy rocks. Nice.



Ha! Ha! Who's your daddy? Not so tough now are we? Hmm. Not dead you say? Oh crap. It's waking up again. Ruuun!



**VISION THING** Wolverine's enhanced vision gives him an edge in hostile environments.

		STRIKE LEVELS			
STRIKE POSITION		1	2	3	4
		1	2	3	4
• cyclone claw	• the pelvis	???????	???????	???????	???????
• raining pain	• even and out	???????	???????	???????	???????
• slice 'n dice	• bustin' heads	???????	???????	???????	???????
• claw city	• dance of death	???????	???????	???????	???????

**HIT PARADE** Your strike moves are dependent on the relative position of your deadly foes.



**MINIMUM RAGE** Keep pounding and your rage level builds.



**BACK OFF** Juggernaut proves to be a tough opponent.



Press **○** in time and Wolverine will instantly pull off one of a devastating collection of showboating fight moves, which will often take out several of your combatants and rack up your points. These points eventually add up to unlock increasingly showy levels of shish-kebabbing moves. It's not a proper, Tekken-style combo set-up but it's fluid, fast and gratifying, both to use and to watch.

The Strike system comes into its own with Wolverine's 'stealth lite' capabilities. If you manage to sneak up on an unsuspecting enemy, you'll be able to make use of a series of silent-kill moves. But what does a self-healing ball of rage with finger cutlasses need with stealth? You'd be surprised. Although it's possible to bulldoze your way through most levels, there is nearly always a smart, sneaking option available. And there are some sections where being spotted even once will result in a brutally swift 'game over'. To help you at times when you need to tread carefully, Wolverine is endowed with enhanced sensory perception. Part thermal imaging, part night vision, this glowing view is invaluable for spotting traps and distant guards, and penetrating the gloom. And it's bloody cool. As is the way Wolverine's famous, rapid healing is handled. While your claws are out, you don't get better.

Blessed with a serious stab at gameplay variety

(stealth, health handicaps, peril-filled darkness, an escorting mission etc, etc) welded like adamantium to the game's gratifying combat framework, *Wolverine's Revenge* is, for the most part, a thoroughly enjoyable game. If it weren't for the largely excellent game camera's occasional jitters around scenery and for those too frequent heart-crushing moments when you die and are plonked right back at the start of a huge level, the score would be even higher. However you slice it though, *Wolverine's Revenge* is cracking fun and well worth getting your claws into. **□ Paul Fitzpatrick**

## X-MEN 2: WOLVERINE'S REVENGE

### Why we'd buy it:

- We love hand-to-hand combat but feel beat-'em-ups lack depth
- 'Cause Wolverine's the coolest superhero around. Duh

### Why we'd leave it:

- The long, save point-free levels do take their toll
- Blending game-play styles just doesn't float our kayak

Graphics	Chunky arcade style with beautiful graphical touches	08
Sound	A rousing score and gratifying 'silcey' talons swipes	07
Gameplay	Acclimatise to the 'stealth lite' for some real depth	07
Life span	Huge levels. Bloody hard bosses	08

A quality action adventure that blends stealth with hand-to-hand combat. Only a few irritations deny this a higher score.

**07**

**OFFICIAL VERDICT**

**TO SAY THAT SECTIONS OF THE GAME ARE HARD IS AN UNDERSTATEMENT TO RIVAL 'JEFF DAHMER LIKED HIS MEAT'**



**SURROUND POUND** The fight system's simple but fun.

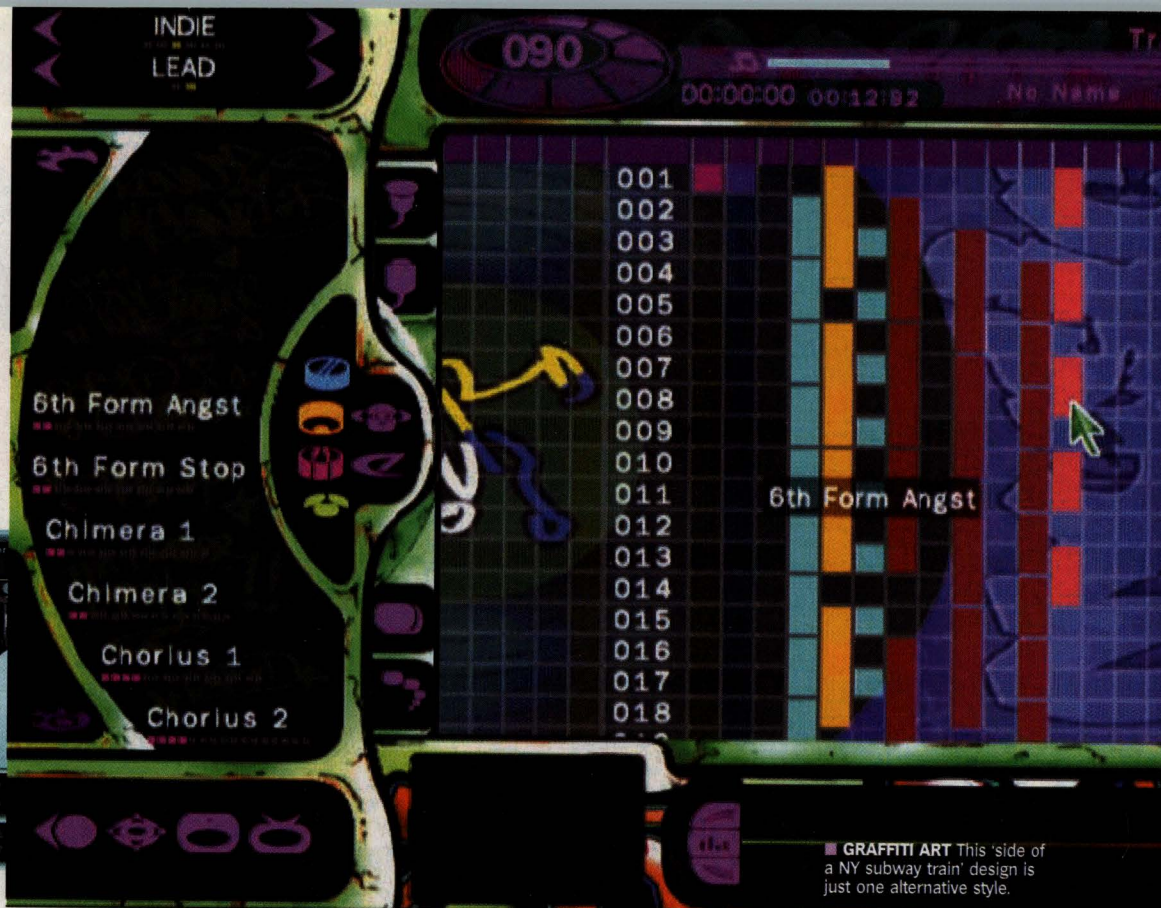


**SHARE THE STEALTH** Wolverine can pull off silent kills with brutal efficiency.





■ **VIDEODROME** The video editor lets you create a range of groovy effects while splicing different images together.



■ **GRAFFITI ART** This 'side of a NY subway train' design is just one alternative style.

# MUSIC 3000

Jester's astonishing music creation tool is back. Your pop career starts here.

PUBLISHER: JESTER INTERACTIVE  
DEVELOPER: JESTER INTERACTIVE  
PRICE: £29.99  
PLAYERS: 1  
OUT: 25 APRIL  
WEB SITE: WWW.JESTERINTERACTIVE.COM  
60HZ MODE: NO  
SURROUND SOUND: NO  
WIDESCREEN: NO

## ■ BACK STORY

The Music series began in 1998 under the watchful eye of Creative Director Tim Wright – aka Cold Storage – the in-house musician at Psygnosis for several years. The intention was to provide a realistic yet intuitive music creation package – an ambition which has been realised through subsequent sequels – especially the PS2 debut, MTV Music Generator 2. Music 3000 now offers 64 channels, to Music's 16, as well as USB sampling and movie clip video editing.



Creativity. A word seldom used in connection with playing videogames. Sure we can appreciate the sublime elegance of a Max Payne slow-mo shoot-out or a well-executed Virtua Fighter combo, but try showing your 13-year-old sister why Lion's praying mantis kung fu style is a thing of beauty comparable to any Justin Timberlake dance spasm and she'll scoff dismissively. She may, however, be impressed by a masterfully crafted slab of UK garage knocked up in a couple of hours on your PS2. Probably, deep down, you will be too. Music 3000, the latest title in Jester Interactive's trail-blazing series, is all about creativity. It's truly addictive, universally entertaining stuff.

Veterans of Jester's Music 2000 on PSone, or PS2's own MTV Music Generator 2, will immediately realise that this is a very different beast from its predecessors. The game's interface has been entirely overhauled, replacing the simple Lego-brick look with an array of buttons housed within an amorphous editing screen. Now different menu components seamlessly slide in and out at the touch of a button to give you the impression

you're working on one huge sound desk. And you soon realise, this ain't a toy any more.

## NEW KID ON THE BLOCK

What we have here is a feature-packed sampler/sequencer ready-loaded with thousands of adaptable riffs. These are split into four categories including drums, harmonies and vocals, and then sub-divided into six genres: trance, metal, pop, garage, hip hop and indie. Metal is a cornucopia of meaty guitar riffs and thudding drums; garage provides enough throbbing bass to give the So Solid Crew tinnitus; and pop has all those squidgy 'can't get you out of my head' beats that bug you for days after watching Top Of The Pops.

Putting these into a song is, as you'd expect from this series, laughably easy. You select the riff, drag it across to the 64 channel editor and drop it in. Want to listen? Guide the arrow to the beginning of the song and press **▶**. Now keep adding more riffs and loops (on separate tracks, of course) until you've created a three-minute pop masterpiece. Or an unlistenable random collection



■ **DEEP SLEEPS** Editing samples and creating new sounds is the ultimate aim.

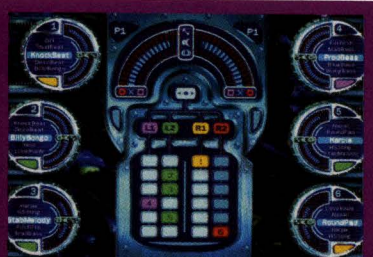
## GETTING MORE AURAL PLEASURE

Music 3000 provides a couple of extra features to add value to the package. Here they are.



### MUSIC STACK

This is a kind of TV jukebox with which you can line-up a series of tunes. Use the game's ready-made songs (including belters from the Perfecto stable) or your own efforts – or a mixture of both. Just press **▶** and let them play. Each song is also accompanied by its own video.



### MUSIC MIXER

An updated version of the old Jam mode. Here you can load six tunes then mix them up with each other in real-time, selecting channels via the shoulder buttons and adding effects with the **⊕** and **⊙** buttons. A great time waster – or party entertainment tool!



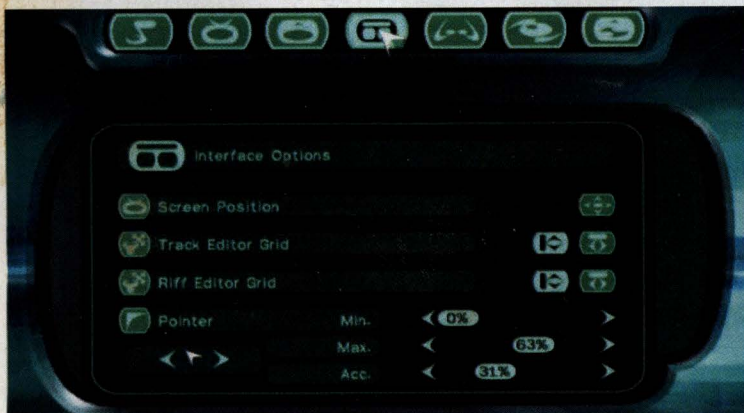
■ **SOUND ADVICE** The banks of buttons and sliders can intimidate. Don't skive off the 19 music lessons!



## IMAGE IS EVERYTHING

Just like everything else in Music 3000, the video creation tool has been massively expanded and improved since Music 2000.

Instead of a limited collection of swirly patterns you now get hundreds of movie clips, still images and animations which can be layered over each other or spliced together with cool effects. You can even synchronise the images in time with the beat of the music. Here are some select cuts:



**RE-MIX** Most elements of the game are customisable. For your creative comfort.

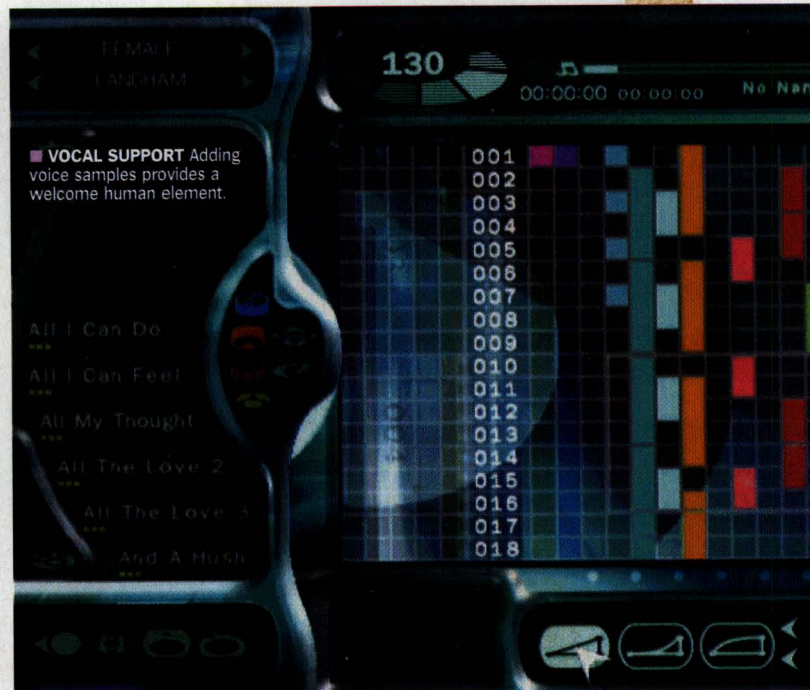
of noises. The latter is more likely to begin with, but hey, no-one becomes The Streets overnight.

But this is only the beginning. Via a multitude of mixing and sound editing functions you can add reverb, echo, delay, etc, then create further texture by adjusting volume and tempo. Effects can be applied to the whole song, a single track, or a solitary riff so there's plenty of potential for adding depth to an arrangement. You can also create your own riffs using a huge range of samples from pianos to flutes to brass instruments, or edit the samples themselves from scratch.

It's a much more expansive setup than any of the previous titles, and one that can be rather daunting and confusing at first. The squiggly icons marking each button are a little nondescript so it's hard to commit their functions to memory. Plus there are loads of little pop-up menus to figure out, all requiring different combinations of the  $\odot$ ,  $\otimes$  and R3 buttons.

## HEY TEACHER!

Luckily, you don't have to plough through a phone book-sized instruction manual to figure this process out – Music 3000 comes with 19 in-built lessons covering



**COLOUR CODING** Different sample styles are coloured for easy editing.

every facet of the 'game'. Each one guides you through, step-by-step, using the actual video and music editors. These sessions are quick, logical and relatively authoritative, although more complex subjects – like video editing, for example – are skipped over too quickly, ending with a suggestion that you experiment. Cheers for that then.

But, of course, that's what creativity is all about. Fiddling with the controls, slowly learning new facets of the system. It's the only way to progress. Can't be bothered right now? That's okay – getting a cool, professional tune together is eminently possible using just the default riffs and a few of your own samples. Ah, yes. As with MTV Music Generator 2, you can connect your PlayStation 2 via the USB port to any piece of audio visual equipment (the USB connector is provided free with the game – a generous gesture by Jester) and take samples from it. It's a straightforward procedure and you end up with crisp, high-quality recordings of anything you like – movies, DVD, even the radio. This opens up infinite possibilities, but more

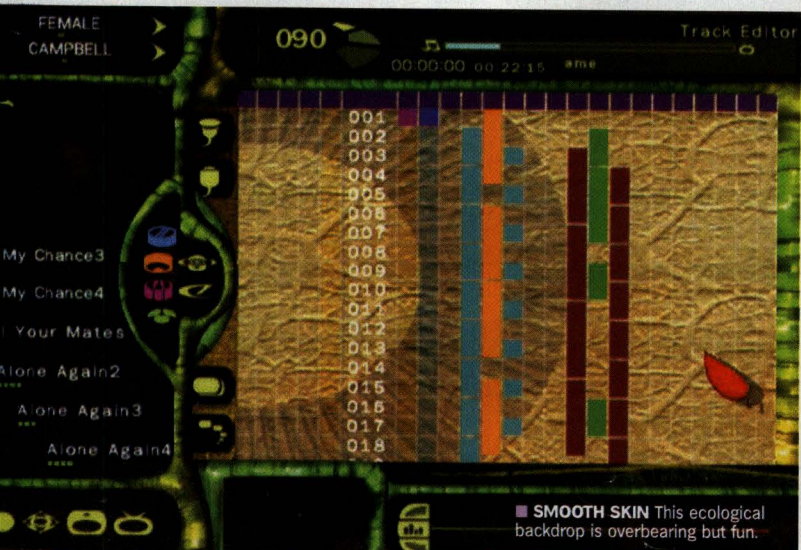
**YOU'RE WORKING ON ONE HUGE SOUND DESK. YOU SOON REALISE, THIS AIN'T A TOY ANY MORE**



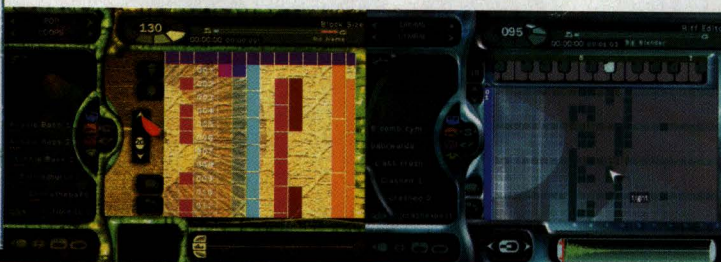
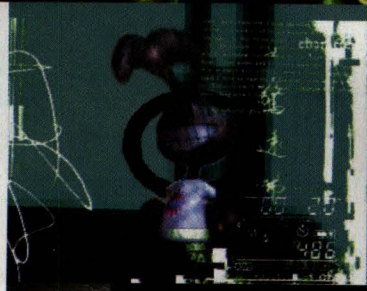




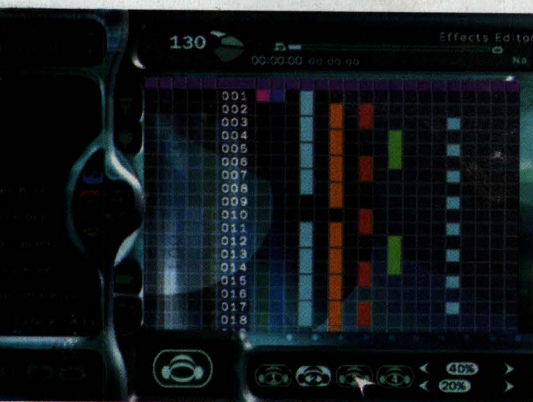
■ **CO-OP POP** Create tunes along with the video so they work together.



■ **SMOOTH SKIN** This ecological backdrop is overbearing but fun.



■ **TIDY TUNES** Use the different channels to order your song elements logically.



**HUM A RIFF THEN CONVERT IT TO NOTES: GREAT IF YOUR TECHNICAL GRASP OF MUSIC COMPARES WITH THAT OF A BOY BAND**

→ specifically, lets you cram your dark urban electronica full of hip movie quotes. (It's possible to get up to seven different samples into each track, but make sure you have plenty of Memory Cards on hand as they will take up a load of space.)

On top of this, you also get the much talked about V2M system. Using the microphone included with the game you can whistle, hum or sing a riff and have it converted into a series of notes: great if your technical grasp of music compares with that of any boy band member. This is entertaining stuff in its own right – as long as you can muster a clear whistle or hum, or sing vaguely in the key of C. It'll take you a few goes to actually get the thing to understand what you're trying to communicate, but when we finally teased it into repeating our test tune (*What The World Needs Now* by Burt Bacharach – not sure why) it was thoroughly amusing. It's not clear how useful this gimmick will prove, but it's good to have none-the-less.

The *Music* series has been one of the best things to happen to console gaming over the last few years. It offers truly creative (there's that word again) entertainment within an initially idiot-proof environment – and

## TAKING A SAMPLE

Rip-off your own CD collection, or just sample yourself. Here's how.



### THE USB CONNECTOR

*Music 3000* comes with a USB hub that plugs into one of the two USB ports at the front of your machine. You're now ready to connect your sound source. There were plans to allow CD sampling from the PlayStation 2's own drive, but unfortunately these have since been dropped.

### GET ON THE MIC

The game comes with a small microphone. Plug this into the hub, go to the sampling screen, press record and then sing, whistle or hum. You can either use this as a sample, or get the software to turn it into a tune.

### SAMPLE DELIGHTS

To sample from a hi-fi or DVD player you need a connection lead. We used one from a minidisc player that comes with an adaptor for larger headphone sockets. If you need to buy one, they won't cost you more than a fiver.

### HOOK UP. RIP-OFF

Put one end of the cable in the USB hub and the other into the headphone socket of your audio source. Hit record on the game screen and press play. You can then edit the sample and stick it in the track editor. Easy.



■ **FIX THE MIX** It's easy to learn the song craft basics.

will go on to provide budding electronic musicians with a firm bedrock of compositional skills, before they try out a 'genuine' sequencer. *Music 3000* has its limits of course, and it will take you ages to find them, but this is a 30-quid PlayStation 2 game, not a two-grand sequencer/sampler. It's also a big enough leap ahead of previous incarnations to warrant another purchase for those who already own *MTV Music Generator 2*. Indeed, every PS2 gamer with an atom of musical ambition in their DNA needs to give this a try. □ Keith Stuart

## MUSIC 3000

### Why we'd buy it:

- Thousands of built-in riffs and video clips
- Powerful and extensive sound editing functions
- You can sing into it!

### Why we'd leave it:

- Gets complicated when you become more ambitious
- Menus can be confusing
- We already have a recording studio in our basement

### Graphics

The menu screens are much improved

07

### Sound

16,000 riffs and any sample you like

09

### Gameplay

Fun that's beyond the usual gaming demographic

09

### Life span

So complex it'll grow alongside you for months

09

**A mightily authoritative music title, which works as a fun diversion or a serious tool. Unmissable for wannabe bedroom artists.**

**09**

**OFFICIAL VERDICT**



# THINK YOU'VE FINISHED?



# THINK AGAIN!

## TAKE YOUR PS2 GAMES FURTHER WITH THIS!

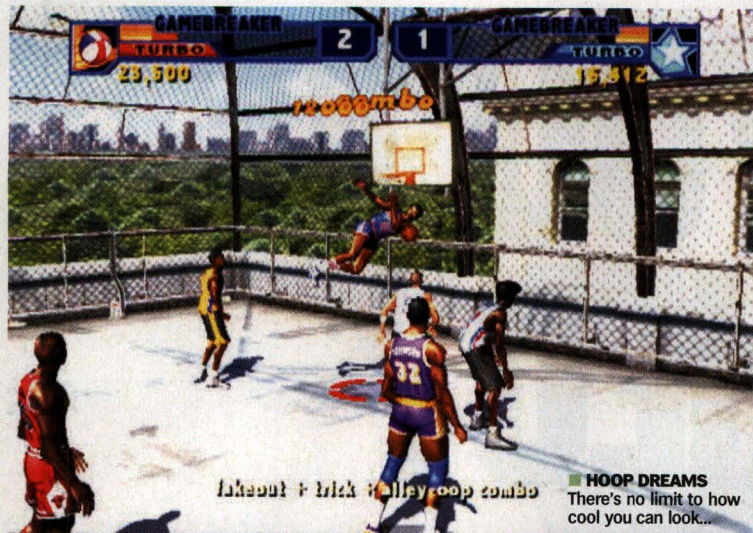


**THIS MONTH**  
We've got an **EXCLUSIVE** and **COMPLETE** guide to Primal

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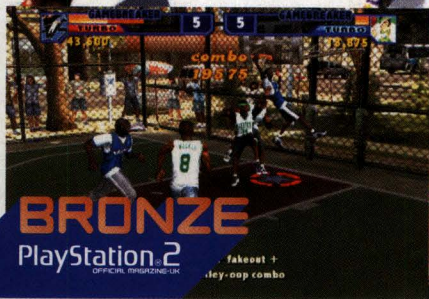






Likeout + trick + alley-oop combo

**HOOP DREAMS**  
There's no limit to how cool you can look...



**BRONZE**  
PlayStation 2  
Official NBA Game



# NBA STREET 2

Slam dunk da funk in EA's blaxploitation basketball sequel.

PUBLISHER: EA SPORTS BIG  
DEVELOPER: EA BIG  
PRICE: £39.99  
PLAYERS: 1-4  
OUT: 24 APRIL  
WEB SITE:  
[WWW.EA.COM/EASPORTSBIG/GAMES/NBASTREET2](http://WWW.EA.COM/EASPORTSBIG/GAMES/NBASTREET2)  
60HZ MODE: NO  
SURROUND SOUND: YES  
WIDESCREEN: NO  
PERIPHERALS: MULTITAP

## BACK STORY

EA Sports appears to have pretty much cornered the serious sports market since the dawn of recorded time, turning out slick, detailed and playable franchises starring the likes of John Madden and Tiger Woods, as well as the ever-evolving FIFA series. NBA Street 2 is next in the EA Sports Big line to tear up the rulebook – ain't nothin' but lawlessness and showmanship own this court.



Hey brother. Yeah, man, it's you we're talkin', to. You ever play that NBA Street on PS2? Man, that game tore up the rulebook, knowhuttmsayin'? Real street-level basketball, flash like 24-carat, dirty like a Harlem hoodlum. You didn't play it? Aw, fuggedabout it, brother. Yo mamma so fat, she go for a slam-dunk and she crack the asphalt.

Ahem. Sorry, not sure what came over us there. Probably just what an afternoon on NBA Street 2 does to you. Beamed in from the sun-baked concrete courts of New York City, it's more Shaft than Shaq; as much lil' Michael Jackson as big ol' Magic Johnson. Right here, EA's trademarked sense of sober realism gives way to lurid blaxploitation, the sound system is dominated by Westwood-style hip-hop bangers, and conventional balling rules give way to a three-on-three riot of ghetto-savvy trickery and flashy aerial gymnastics.

It looks incredible. The courts are small enough to allow a fixed, gently revolving camera to capture all the action, and the level of detail is excellent – dead leaves skittering across the court in a gentle breeze, cars rolling by on the asphalt the other side of the wire fence. The players, too, are something else: slickly animated, afro-

cut homeboys and homegirls weaving and somersaulting like ball-bouncing breakdancers. And all the action is narrated by excitable Brooklyn B-boy Bobbito Garcia – aka DJ Cucumber Slice – who rolls out ridiculous, and increasingly irritating, exclamations every time you wrong-foot an opponent or bag a point. "That was an E = mc squared times 14 on a scale of one to ten!" he shrieks after a skilful basket. Um, thanks, Cucumber.

Control wise, NBA Street 2 has much in common with its predecessor. There's no handling penalties or tickings off for aggressive play here. There is a shot-clock to keep the pace, but beyond that, gameplay is strictly 'anything goes'. Attacking becomes a white-knuckle mix of bullish aggression and dexterous trickery, but it's nothing less than a revolution for the humble defender. Even if the ball's tantalisingly rolling around the ring, you can launch yourself skywards and swipe it away before dashing back downcourt. As Grandmaster Flash would probably say, 'It's a jungle out there. Uh-huh-huh'.



Start things rolling by building up your trick bar with a flurry of high-score combos.



Hot-foot it to the basket, depress the turbo buttons and go for the dunk.

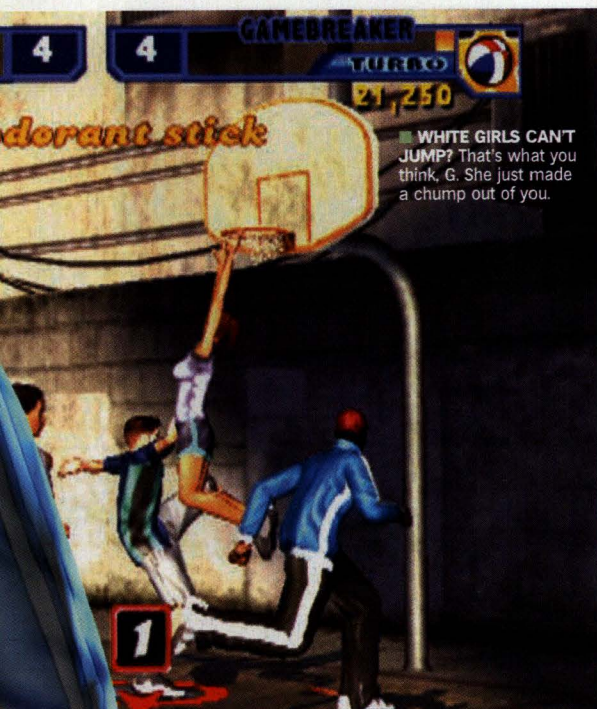


Bang goes the back-board, and you swipe a point from your opponent. Boom!

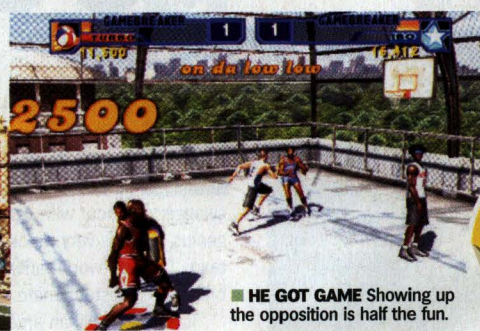
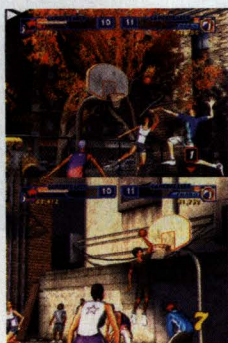
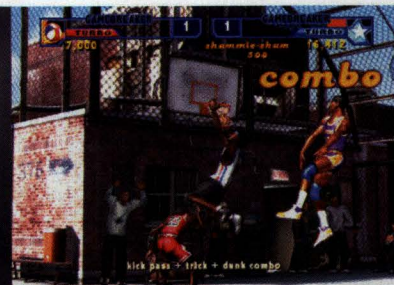
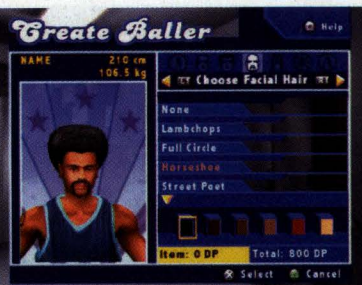
## YOU GOT GAME

Seal your opponent's fate by unleashing the unstoppable GameBreaker on their soon-to-be sorry ass.





**WHITE GIRLS CAN'T JUMP?** That's what you think, G. She just made a chump out of you.



**HE GOT GAME** Showing up the opposition is half the fun.

## FOUR TO THE FLOOR

As a two-player game, Street shone. With Street 2 you can now get four on the court.



NBA Street 2 trumps its predecessor by offering four-player support. Gather 'round, homies.



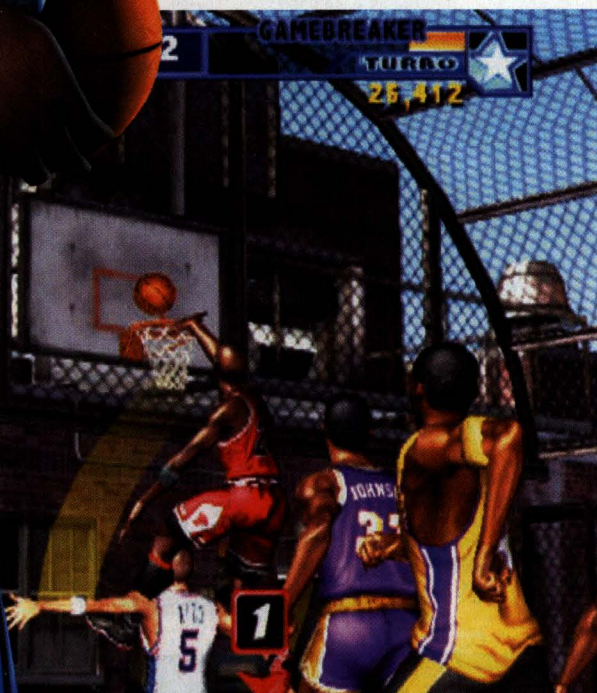
Face-off against your friends, or join together in one three-player superteam.



In seconds you'll all be swearin' "You da man!", dog.

## MY RULES

My Rules lets you tear up Street 2's rulebook and adjust nearly every aspect of the game to your liking. A great addition for this sequel.



**THE AIR UP THERE** This is one move of a gratifying game. Word to your mummy.



**GAMEPLAY IS 'ANYTHING GOES'. ATTACKING IS A WHITE-KNUCKLE MIX OF AGGRESSION AND DEXTEROUS TRICKERY**

The NBA Street Challenge mode features all the official teams, and naturally you're furnished with all manner of dream-player match-ups to appeal to everyone who spent their childhood trading Panini stickers in the playground. But the best characters come in the Be A Legend mode, in the shape of the unique competition bosses – ballers like the diminutive, cartwheeling Biggie Littles, or the towering, afro-sporting Stretch – who you can beat on the court, then recruit to your team.

## BUST A MOVE

As you might imagine, this is not a game that values the proverbial safe pair of hands. Like the man Garcia says, ruling the court is as much tactics as "How you dress and what kinda sneakers you're rocking" – and, of course, the flashy moves you can pull off to leave your opponents sprawling. As in the original NBA Street, you can perform special moves with intricate combinations of the turbo buttons (L1, L2, R1, R2) by holding them down in conjunction with steals, passes, and shots to convert them into special moves.

As for choice moments in Street 2, there's Off The Heezay, where you bounce the ball off the hapless defender's bounce; and Back 2 Papa, where your player powers the ball off the backboard, leaving your rubber-necking opponents confused and vulnerable. Then there's Turbo Block, a move that allows taller ballers to swipe basket-bound shots right out of the air for a killer steal. Your turbo bar depletes quickly and takes a few seconds to replenish, but use it sparingly and you can drop trick after glorious trick.

And this is where the game gets really interesting. Each special move nets points that you can combine into combos as you power

towards the basket. Points boost your team's special meter, and when it maxes out, the court is bathed in blue light, meaning you can perform The GameBreaker – a power-dunk that docks your opponent's score and builds it onto yours. It all counts towards advancement points at the end of each showdown, which can be converted into flashy new jerseys, used to boost skills and open new courts, or unlock secret characters like Nelly and his St Lunatics crew. They don't break into a rendition of *Hot In Here*, but you can't have it all.

Basketball nuts may accuse NBA Street 2 of being a dumbed-down example of the sports sim, but this fundamentally misses the point. This is a game that is born out of basketball's vibrant ghetto roots, rather than its stuffy corporate present. If you can listen to the frothing commentary for more than three hours without wishing you could bust a cap in DJ Cucumber Slice's ass, you're a better person than us. But be warned, the game itself is addictive as crack – though way better for your body. □ Louis Pattison

## NBA STREET 2

### Why we'd buy it:

- Refreshingly anarchic approach
- Easy to pick up
- Jam it with three mates

### Why we'd leave it:

- We're a slave to the rulebook
- We dig Tchaikovsky more than we do Tupac

Graphics	Supremely detailed courts, strong animation	08
Sound	Great soundtrack but the commentary grates	06
Gameplay	Versatile moves interface, great combo system	09
Life span	Limited unlocks, but four-up play prolongs indefinitely	08

A lightning-fast celebration of on-court invention freed from the didactic tedium of the NBA rulebook.

**08**

OFFICIAL VERDICT





PUBLISHER: KONAMI  
DEVELOPER: KCEO  
PRICE: £39.99  
PLAYERS: 1-4  
OUT: NOW  
WEB SITE: WWW.KONAMI-  
EUROPE.COM  
60HZ MODE: YES  
WIDESCREEN: YES  
SURROUND SOUND: NO  
PERIPHERALS: MULTITAP

## ISS 3

Fancy a bit on the side? Go on, be a football slag...



In the motley PlayStation 2 line-up of football stars there's no doubt that one key player towers above the rest. *Pro Evolution Soccer 2* carries itself with the arrogance of Zidane, swaggering about with pure confidence in its own genius. *ISS 3* is very much the Robbie Savage of the team. Dogged, workmanlike, effective, but never as brilliant as its stablemate.

It is essentially an arcade football game aimed at those with no interest in fine-tuning their skills over the next five years. Sure, you can get better at it, but after ten hours or so of play you'll be looking for glitches to exploit rather than trying ever more audacious floated passes to your wideman.

Like Robbie Savage, *ISS 3* sometimes gets very sloppy, committing the odd messy foul. Literally. Tugging incessantly at an opponent's back is deemed fine, preventing you from playing your football, as a Gallic flair man would complain. Some matches even descend into RedCard-style hacking farces, which detracts from the accurate passing and speedy play that characterises much of the action.

Worse still, there's a lack of precision and subtlety – for instance, in the behaviour of the ball. It often gets caught up in a computerised alternate reality drifting back and forth between an attacker's feet, untouchable by your intercepting defender. Annoying.

The game isn't all bad. It's just not brilliant. The crossing system, which at first seems flawed and irritating, rewards patience, and you'll soon get the knack of driving the ball home after a whipped ball from out wide. And one cheesy but surprisingly inoffensive touch is the One-on-one mode, activated by pressing [X] when

prompted. A visual effect accompanies a zoom to your player as you bid to skin the opponent and go for goal.

Other pleasing extras include a points progression system which rewards you for victory in cup and league competitions, and for success in the series of challenges offered in the game's Mission mode. Collect enough points and you can unlock extra kits and, better still, individual sections of stadia so you can piece together a decent impression of your own team's stadium. You can even unlock extra moves (see Spinning Formula) all of which balances the notable absence of club sides, leagues, transfers, promotions and relegations.

Those who already own *Pro Evolution Soccer 2* will do best to remain faithful to the classiest act around. Unless, of course, you want to make like Jordan and grab any bit of football action you can, irrespective of looks or depth. ☐ Lee Hall

### ISS 3

#### Why we'd buy it:

- It is an ideal half-time grudge settler
- A welcome break from PES2, if only for a couple of hours

#### Why we'd leave it:

- It lacks the depth and sense of liberty embodied in PES2
- Rather short on subtlety and accurate collision detection

<b>Graphics</b>	Looks fine, but the physics lets it down at times	07
<b>Sound</b>	Generally good commentary with a few howlers	07
<b>Gameplay</b>	Solid. Often clever. Can I play PES2 now please?	06
<b>Life span</b>	Lacks the subtlety to make it truly compelling	06

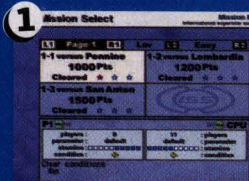
Like the Adult Channel freeview, a ten-minute blast may well satisfy your curiosity and deter you from shelling out.

06

OFFICIAL VERDICT

### SPINNING FORMULA

*ISS 3* may be built on arcade action principles, but the game also boasts a progression element to lure you into replaying. Simply collect points to unlock a heap of extras.



#### MAN DOWN

You can earn points with victories in tournaments, or take on a challenge, such as winning a half while two of your players enjoy an early bath.



#### TACTICAL DECISION

Time to check out your spending options. Perhaps a fetching brown and white strip would suit the lads?

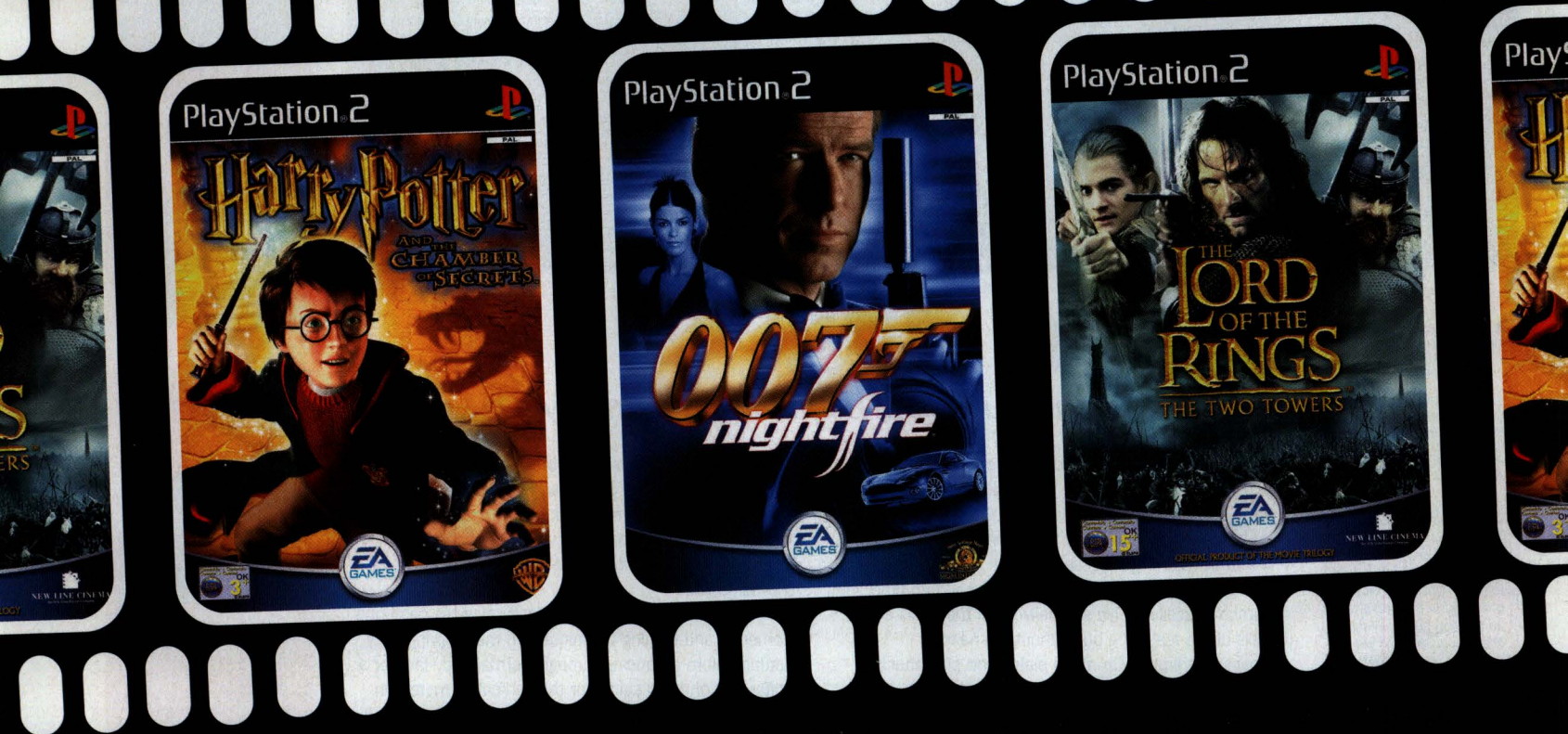


#### FLIPPIN' MARVELLOUS

We opted for the Steve Watson-style special throw. Pressing [X] and [C] lets you tumble before you launch the ball.



# Heroes wanted



## Audition now



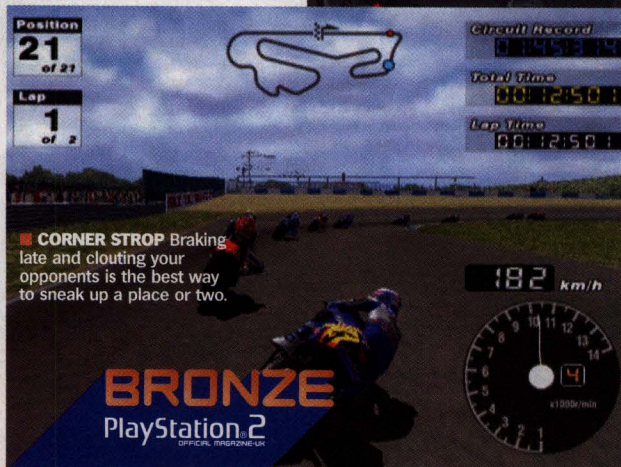
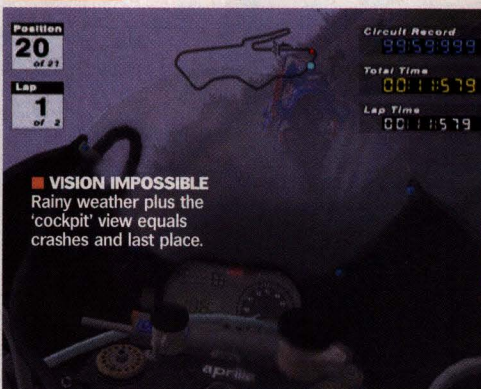
Challenge Everything

[uk.ea.com](http://uk.ea.com)

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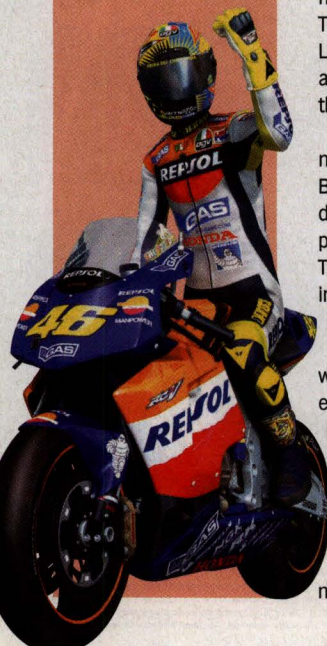




PUBLISHER: SCE  
DEVELOPER: NAMCO  
PRICE: £39.99  
PLAYERS: 1-4  
OUT: 25 APRIL  
WEB SITE:  
WWW.NAMCOARCADE.COM  
60HZ MODE: NO  
WIDESCREEN: NO  
SURROUND SOUND: NO  
PERIPHERALS: MULTITAP  
WHEEL OR HANDLEBARS

### BACK STORY

This is the third outing on PS2 for Namco's superbike racing series. The first was released when PS2 was just a toddler, and was based on coin-op game 500cc GP. The second came a year later and gave us more tracks, riders and bikes. Although the later versions play longer, faster and harder, you can now snap up the original on Platinum.



# MOTO GP3

Man and machine united in petrol-driven harmony? On yer bike.

When it comes to extreme sports, superbike racing is right up there with tornado surfing and alligator wrestling in the danger stakes and makes Tony Hawk and co look like a bunch of choir boys dressed up for a Sunday school outing. Rolling up to the starting grid for a third time, Namco's excellent bike sim delivers all the thrills and spills of the real thing but without the need to reconstruct limbs with metal plates and pins after a 200mph crash.

The bad news for fans of the series is that not a great deal has changed since *Moto GP2*. What we have here is essentially the same game given a quick polish. The six modes - Arcade, Season, Challenge, Multiplayer, Legends and Time Trial - remain identical and the admittedly front-row graphics are as near as dammit to those of the previous outing.

But hold on a tick, there's good news afoot. The number of circuits has been ramped up to 15 - Valencia, Brno, Phillip Island, Estoril and Sepang being the debutantes - meaning you can now race a full season proper, plus there are 20 unlockable 'fantasy tracks', too. The number of challenges in Challenge mode has also increased from 72 to 100. Best of all though, the game now supports a four-player race mode.

Are these changes enough to justify emptying your wallet of yet another 40 nicker? Well that depends entirely on how much of a fan you are. If you're a total petrolhead, then yes, here's another engrossing offering that will keep you in the saddle for months. If you gave the previous titles an early retirement, then no, there isn't enough to entice you back.

And what if you've yet to sample the pleasures of *Moto GP*? Racing fans who dig the likes of *GT* and *TOCA* need to check this out - two wheels are good! Open up

the throttle down the straight, brake late before throwing your mount round the corner and shower sparks as your knee grazes the concrete, duck past the man in front with an outrageous overtaking manoeuvre then heavy on the throttle again to power out of the apex. It's seat-of-the-pants stuff.

The difficulty curve is set perfectly. Novices can hone cornering and braking techniques on the forgiving Easy setting before advancing through Normal and Hard for a stiffer test of riding spirit. For the dedicated, there's an accurate and unbelievably gruelling Simulation mode. It is, we imagine, the sort of thing that takes years of incessant practice to achieve something approaching championship-winning potential.

So no surprises. Call it a rehash if you want, but this is another top-notch portrayal of a sport that has all the right ingredients for a videogame. Buy it if you loved the others, and buy it if you love racing games. Just don't come crying to us when you fall off. ☐ Nick Ellis

### MOTO GP3

#### Why we'd buy it:

- Admirable, palm-moistening speed freakery
- We've completed the other two and must have more
- Bored of four wheels

#### Why we'd leave it:

- Seen it all before and that was quite enough, thank you
- We're still too upset by Barry Sheene's untimely demise

#### Graphics

Slick, solid and pretty. Fantastic replays too

08

#### Sound

Thumping soundtrack complements the va va voom

08

#### Gameplay

Well balanced and superb once you're hooked

08

#### Life span

Lots of tracks and bikes - stacks to complete

08

By no means a revolution but still a highly recommended quality racer with plenty of depth and some fiendish challenges.

08

OFFICIAL VERDICT

### UP FOR THE CHALLENGE?

There are 100 challenges to tick off in the Challenge mode and it's by completing these that you unlock all the goodies and bonus bits and pieces.



#### RIDING TESTS

Arguably the most tricky of the challenges are those that set a time limit. They start off simple with a simple dash up the straight and end with an evil spin around a spiral track.



#### TIME TRIAL

Lick the lap record on certain circuits and stick even more stuff in your garage. The times you need to beat seem impossible to begin with. Only a perfect lap will do the business.



#### ARCADE MODE

Finishing first in Arcade mode is fairly hassle free if you attempt them on Easy. Take the chequered flag at Phillip Island and Wayne Gardner's 1992 Kanemoto Honda is yours to play with.



#### WIN CHAMPIONSHIP

Winning the championship on Easy is a doddle. There are only five races and you'll get Akira Yanagawa's lovely, shot-green Kawasaki. Normal enters you in ten races, but Hard offers the full 15.

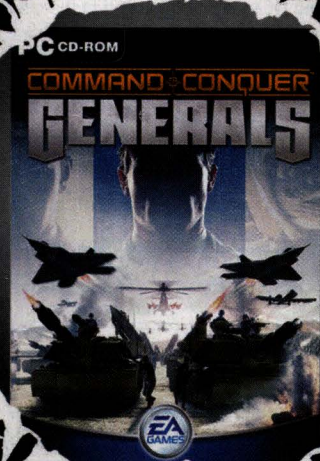
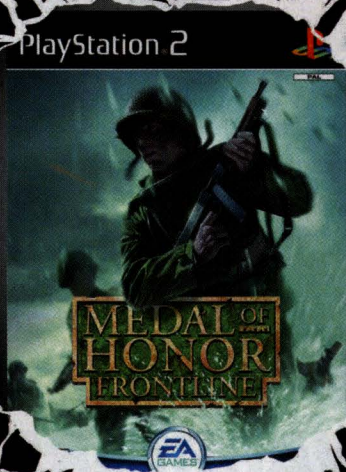


#### LEGENDS

The Legends mode pits you against four decorated riders of days gone by. Finish first in the Jerez Legends race and you get to leer at these Japanese biker chicks in a 60-second video clip.



# Leaders wanted



Enrol now



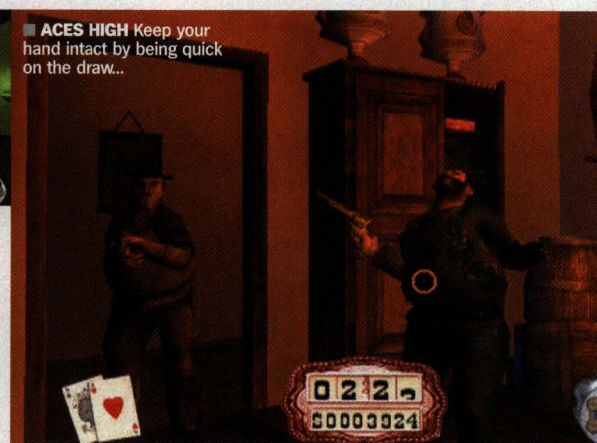
Challenge Everything

[uk.ea.com](http://uk.ea.com)





**MOOLAH ROUGE**  
Staying alive is tough in your quest for cash.



**ACES HIGH** Keep your hand intact by being quick on the draw...

# GUNFIGHTER II: REVENGE OF JESSE JAMES

Get your six-shooters out for a back-in-time crisis.

**X** A sequel, eh? Remember the original? Thought not. Of PSone's back-catalogue of games, *Gunfighter* was a stray bullet, a parting shot as the machine's popularity tailed off.

In *Gunfighter II*, you assume the role of outlaw Jesse James who's hot on the trail of his double-crossing, gold-stealing partner, Bob Younger. But, before you send him packing in a pine box, you must shoot through a multitude of on-rails levels, dispatching low-lives.

The game is played out like a Wild West *Time Crisis*, with you ducking behind doors, barrels and bars, then poking your head up long enough to pick-off tobacco-chewing scum before being taken to the next area to resume blasting gringos galore. It's nothing new or particularly exciting, but it does present multiple routes whereby a well-placed bullet can swing a signpost to send you off in a different direction. Three difficulty levels plus some simple, yet effective mini-games at least spur you on to play again.

As Westerns go, *Gunfighter II* has awful production values while the shoddily-drawn enemies will have you gobbling at the nearest spittoon in disgust. But if you can see beyond the vile graphics and well-trodden style, *Gunfighter II* provides a half-decent airing for dusty G-cons. Up against more accomplished sharp-shooters like *Time Crisis 2* and *Dino Stalker* though, *Gunfighter II* is something of a Wild Bill Hiccup! ☐ Ryan Butt

### GUNFIGHTER II: REVENGE OF JESSE JAMES

#### Why we'd buy it:

- Our trigger fingers are getting twitchy waiting for *Time Crisis 3*

#### Why we'd leave it:

- Grotty, unoriginal and seemingly thrown together

**Graphics** 03 More Billy The Squibb than a routin', tootin' blaze of glory, even hardened G-con twirlers may recoil.

**Sound** 04

**Gameplay** 05

**Life span** 04

**OFFICIAL VERDICT**

PUBLISHER: UBI SOFT  
DEVELOPER: REBELLION  
PRICE: £19.99  
PLAYERS: 1-2  
OUT: NOW  
WEB SITE: WWW.UBI.COM/UK  
60HZ MODE: NO  
WIDESCREEN: NO  
SURROUND SOUND: NO  
PERIPHERALS: LIGHTGUN

**BLAZING PADDLES**  
The game works with a joypad, but moving the cursor is cumbersome...



**STALE RIDER** Even the frantic horses chases are lame.



**BLUE THUNDER**  
Defend a bridge in one of the mini-games.



**BATTLE ROYALE**  
More troops than you can shake a sword at.

# DYNASTY WARRIORS 3: XTREME LEGENDS

Cult slaughter-'em-up gets remixed.

**X** Even Hans Blix would've had his hands full trying to sort these boys out. As weapons of mass destruction go, they don't come more lethal than an enraged Chinaman with a surfboard-sized chopper. For the uninitiated, the *Dynasty Warriors* series is set during the Three Kingdoms era in ancient China. You're pitched into epic battles, playing as a mighty warrior capable of turning the tide single-handed. Slight whiff of strategy notwithstanding, the action involves little more than windmilling through hordes of enemies like some kind of human threshing machine. And mighty fun it is, too.

*Xtreme Legends* is essentially an expansion pack for *Dynasty Warriors 3*. It uses exactly the same engine, so fans of the series will be on familiar (but heavily fogged) ground. On the menu are extra weapons, new missions and seven previously locked characters, including the deadly Lu Bu. It's now possible to issue your bodyguards with more specific orders as well as equip them with ability-enhancing items, allowing a much greater scope for customisation.

To get the most out of *Xtreme Legends* you need to own a copy of *Dynasty Warriors 3*, because all the new characters and weapons can be used in the older game. A nice touch, and one of the reasons why the franchise has become a sleeper hit. But if slicing and dicing an entire army hasn't tempted you before, nothing will change your mind. Which is a shame, because despite its repetitive nature, the no-nonsense gameplay remains a thrill. And who can resist steaming into a crowd like John Prescott on a meet and greet? ☐ Tim Clark

### DYNASTY WARRIORS 3: XTREME LEGENDS

#### Why we'd buy it:

- Gotta kill 'em all  
- Sensibly priced

#### Why we'd leave it:

- We're holding out for *Dynasty Warriors 4*

**Graphics** 07 Not quite DW: Substance, but a worthy addition if you're hungry for more Chinese takeout.

**Sound** 05

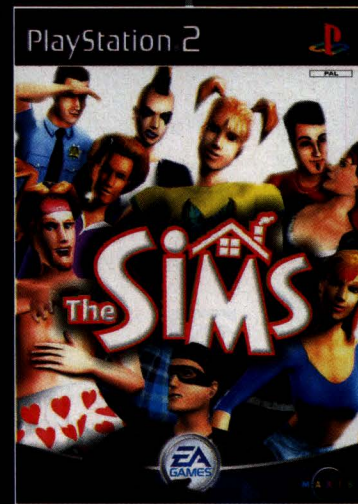
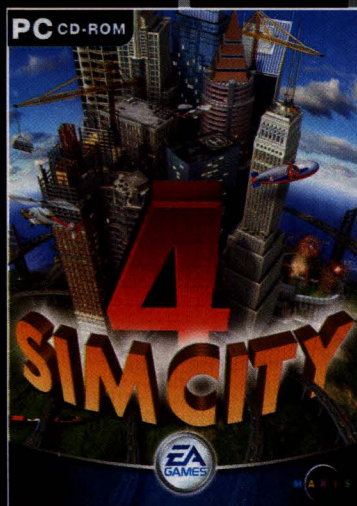
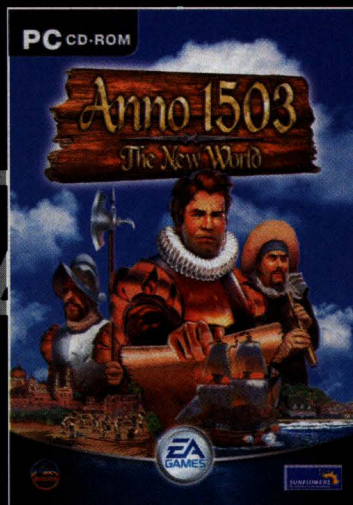
**Gameplay** 07

**Life span** 06

**OFFICIAL VERDICT**



# Visionaries wanted



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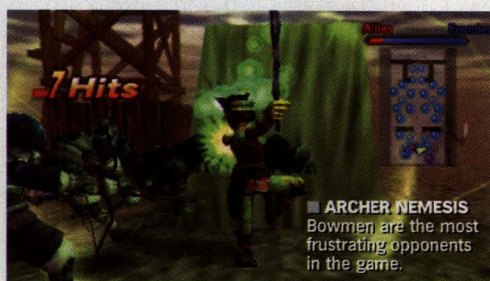
# REVIEW

## MYSTIC HEROES/G1 JOCKEY



■ **SONIC BOOM** Your magical powers are limited.

PUBLISHER: KOEI  
DEVELOPER: KOEI  
PRICE: £39.99  
PLAYERS: 1-4  
OUT: NOW  
WEB SITE: WWW.KOEGAMES.COM  
60HZ MODE: NO  
WIDESCREEN: NO  
SURROUND SOUND: NO  
PERIPHERALS: MULTITAP



■ **ARCHER NEMESIS** Bowmen are the most frustrating opponents in the game.



Shiga  
ARMY MEN Teamwork is the order of the day.



■ **OKEY KOKEY** The game keeps a record of your KO count and highest combo.

## MYSTIC HEROES

### When Dynasty Warriors met Kingdom Hearts.

There are no two ways about it: *Mystic Heroes* is *Dynasty Warriors* dressed by Gap Kids. In both games you're thrust into the middle of a battlefield as a lone fighter supporting allied forces. But here the visuals are gifted a Disney-like sheen.

*Mystic Heroes* is based on Chinese myth but boils down to a classic fight: good (you) vs bad (them). Control one of four characters that vary in speed, strength and magic and battle past hordes of enemies to the final boss.

Your attacks take two forms: physical and magical, and can be linked together in a variety of ways to score combo points. The four magic attacks are defined by equipping runes that allow you to chop and change your magic between fire and ice and back to fire again, for example. And while the action isn't turn-based, sadly these attacks don't vary much. It's a crying shame, especially next to the outlandish graphical showboating of *Dynasty Warriors 3* (page 92). As for the non-magical combat, that often suffers from being simplistic, especially with a lack

of weapon upgrades. Even a casual player will get a long way into the game merely from energetic button bashing.

But the relatively mindless hack'n'slash action is strangely compelling. Plus there's a swathe of extras, including a four-way split-screen and an ace Mission mode with a slew of challenges, from flying a dragon to against-the-clock killing. If you don't like your games to tax the brain, there's a lot of fun here. □ **Simon Parkin**

### MYSTIC HEROES

#### Why we'd buy it:

- Fighting on a huge battlefield isn't something you can do every day

#### Why we'd leave it:

- Fewer attacks than *Kingdom Hearts*... and that's an RPG

Graphics 05 For action fans it does the job and just about presses all the right buttons. Won't change your world, mind.

Sound 05

Gameplay 05

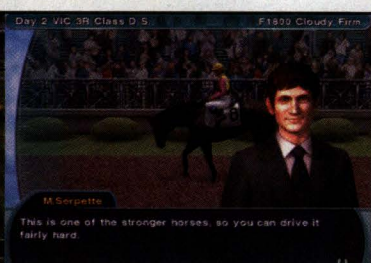
Life span 05

06

OFFICIAL VERDICT



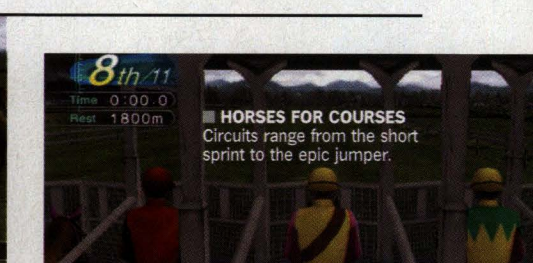
■ **TOTAL MARE** Pace yourself, or you'll run out of steam.



■ **BRING UP THE REAR** Some horses like to linger at the back of the pack.

This is one of the stronger horses, so you can drive it fairly hard.

■ **BY A NOSE** A glance over the shoulder helps your winning strategy.



■ **HORSES FOR COURSES** Circuits range from the short sprint to the epic jumper.

## G1 JOCKEY

Jocks away! You don't want to be bottom Jockey.

Stirrup up, it's time to dive into a sordid world of political intrigue, noses in troughs, horseplay and whips. No it's not the Tory party conference, rather the second in a long line of Japanese-developed horse racing simulations to hit these shores. Think one part *GT3*, one part RPG and two parts sugar lumps and nose bags. *G1 Jockey 3* takes the blueprint laid out in last year's game and adds to it in every conceivable way.

The Career mode forms the meat of things and, once you've named and sexed your beast, you must select a stable to study at. After each weekend race you can place requests with both your stable and rival ones to race their horses. Winning increases your affiliation with particular stables so you can race better horses in more demanding races; lose, and you'll inch your way in the direction of the career knacker's yard.

During weekdays you get to train your horses in a variety of ways to up their stats. The controls, once mounted, are simple to get to grips with and the focus of the game is clearly on mastering the pace of your horse

by paying careful attention to its stamina and potential levels over various race lengths. Initially you can adjust the bit, whip the horse for more speed, reign in and change lead footing – as your career progresses, you'll acquire many new skills to use in your bid to become the top horse-straddler.

Get your head around the concept of racing with real horsepower and you'll find a comprehensive package that should appeal to anyone open-minded enough to give it a try. □ **Simon Parkin**

### G1 JOCKEY

#### Why we'd buy it:

- A nice change from *GT* and *FF*  
- Chums will laugh but quietly enjoy

#### Why we'd leave it:

- Being a jockey holds little interest for most folk

Graphics 06 All you could want from a jockey sim and more. Will appeal to anyone into alternative racing games.

Sound 05

Gameplay 07

Life span 07

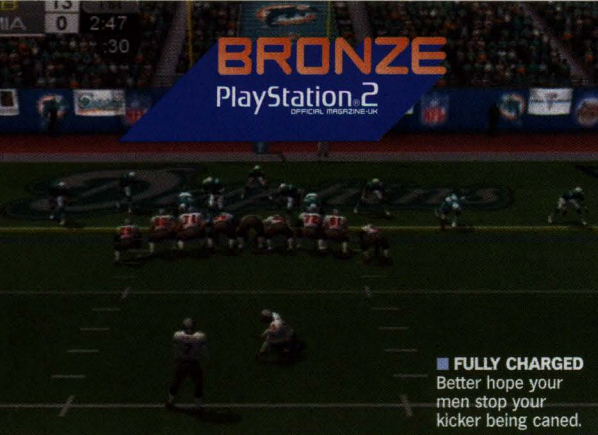
06

OFFICIAL VERDICT



■ **BY A NOSE** A glance over the shoulder helps your winning strategy.





**BRONZE**  
PlayStation 2  
OFFICIAL INSPIRATION

**■ LINES OF FIRE**  
Draw up battle plans, then play!

**■ FULLY CHARGED**  
Better hope your men stop your kicker being caned.

PUBLISHER: SEGA  
DEVELOPER: VISUAL CONCEPTS  
PRICE: £34.99  
PLAYERS: 1-8  
OUT: NOW  
WEB SITE: WWW.SEGASPORTS.COM  
60HZ MODE: NO  
WIDESCREEN: NO  
SURROUND SOUND: YES  
PERIPHERALS: MULTITAP

## NFL 2K3

Sega takes on EA in a bruising brawl for first down.



Some people view sport as ritualised warfare. While that may not hold much water for lawn bowls, there's no denying American football bears all the hallmarks of a pitched battle.

Two heavily armoured groups slap the bejesus out of each other to claim enemy territory.

As Sega Sports enters the fray, there's only really one important question: is it better than *Madden 2003*? Well... yes. At least visually. While it may lack the gob-smacking depth of the EA title, graphically 2K3 surpasses *Madden* by a mile. EA's player models look emaciated next to 2K3's chunky warriors and the animation is smoother, slicker, generally more realistic and aesthetically pleasing.

There's not too much to separate the pair when it comes to the action on the pitch, although NFL 2K3 favours a passing game where *Madden* errs on the side of running. There's the usual baffling array of plays to pick from before your five seconds of carnage and (hopefully) dazzling, yard-stealing manoeuvre.

## REVIEW

NFL 2K3/CHOPLIFTER: CRISIS SHIELD

**■ VISUAL IMPACT** Sega's artists have scored a touchdown against *Madden* when it comes to looks...

The game carries the ESPN licence well, and the cheerful presentation, insightful commentary and outstanding crowd effects lend a genuine atmosphere to things. Throw in all the game modes and management aspects you'd expect (Franchise mode, draft picks, etc) plus the Sega Challenge, which lets you post your records online, and your die-hard NFL fan has everything he could possibly desire. Now who fancies a scrap? ☐ Nick Ellis

### NFL 2K3

#### Why we'd buy it:

- Highly detailed, immersive and gorgeous to look at

#### Why we'd leave it:

- We think a tight end is something related to Vindaloo

#### Graphics

09

#### Sound

08

#### Gameplay

08

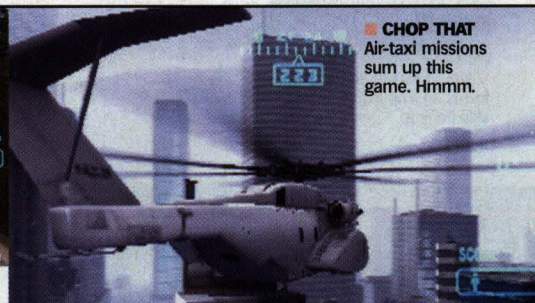
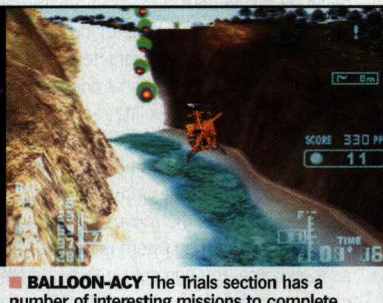
#### Life span

08

If you have *Madden*, this isn't really worth a look. Otherwise, it's a tip-top sim which fans will adore.

08

OFFICIAL VERDICT



## CHOPLIFTER: CRISIS SHIELD

For chopper-holics only. You know who you are.



Imagine our disappointment when we realised this wasn't about stealing pork. Still, a game promising the highs and lows of being a rookie Air Ranger should be worth a look. Shouldn't it?

There are 22 missions to fly here, a mixture of high-octane rescue scenarios in anything from snowstorms to floods or even raging infernos. There's a range of other trials and a positively German Training mode. You'll eventually have a pick of six helicopters and the help of a guy called Bob on a winch. And what a sight it is to see him thrashing around the rotor blades if you get it wrong.

Let's put our cards on the table then, in the interest of future trust - this isn't much fun. Yes, there are some astounding physics but the attention to detail has sucked any pleasure, character or sense of achievement out of this. *Crisis Shield* is middle-aged gaming at its most middle-of-the-road.

There's nothing essentially wrong with the game, but helicopter titles only really work well when combined

with combat. Missions here are invariably frustrating affairs that defy, rather than challenge you. Your shiny red transport will become a fireball quicker than you can say 'Look out for that roof!'. It's addictive, sure, but only in the same way that picking a scab is - and at least you've got something to show for that in the end. Stick another ten pounds on your budget and buy a game with some personality. Please. ☐ Mark Wyatt

### CHOPLIFTER: CRISIS SHIELD

#### Why we'd buy it:

- We've always wanted to fly helicopters

#### Why we'd leave it:

- Too niche and bereft of charm to endear it to us

#### Graphics

05

#### Sound

04

#### Gameplay

03

#### Life span

04

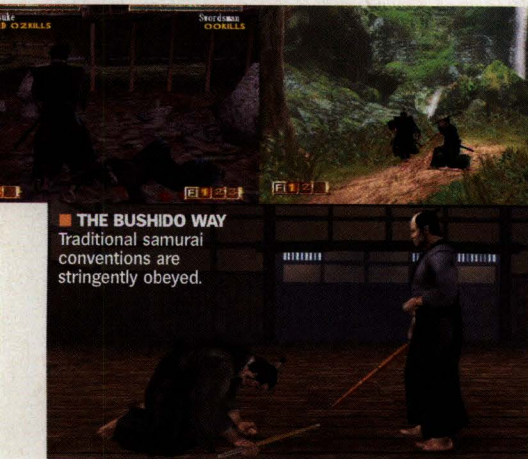
PC gaming on PS2 can be great for realism. But this lacks enough personality to keep us interested.

04

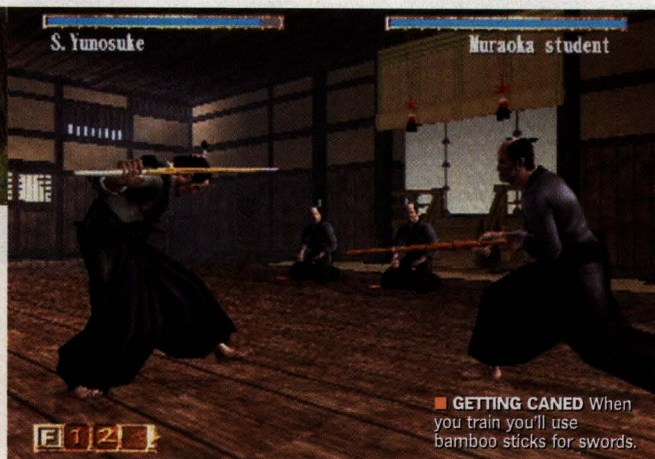
OFFICIAL VERDICT

PUBLISHER: XICAT  
DEVELOPER: ASK  
PRICE: £29.99  
PLAYERS: 1  
OUT: NOW  
WEB SITE: WWW.XICAT.COM/GAMES/CHOPLIFTER  
60HZ MODE: NO  
WIDESCREEN: NO  
SURROUND SOUND: NO

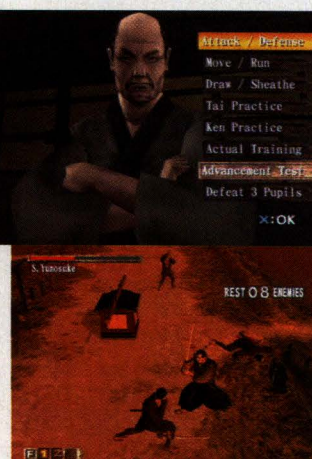




**THE BUSHIDO WAY**  
Traditional samurai conventions are stringently obeyed.



**GETTING CANED** When you train you'll use bamboo sticks for swords.

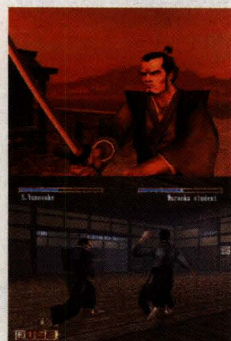


**TATAMI FOR NOW** You must rest for one day to recoup after each fight.

PUBLISHER: UBI SOFT  
DEVELOPER: GENKI  
PRICE: £39.99  
PLAYERS: 1-2  
OUT: NOW  
WEB SITE: [WWW.UBI.COM/UK/GAMES/SWORDOFTHEMURAI/PS2/](http://WWW.UBI.COM/UK/GAMES/SWORDOFTHEMURAI/PS2/)  
60HZ MODE: NO  
WIDESCREEN: NO  
SURROUND SOUND: NO

# SWORD OF THE SAMURAI

Wanted: hardcore samurai. Sword and training provided.



**DOJO MOJO** Training forms an important part of skill honing.

## BACK STORY

Kengo: Master Of Bushido kicked off the 'anti arcade' sword fighting genre on PS2 back in OPS2#07. And this in turn was preceded on PSone by the Bushido Blade series. Although Sword Of The Samurai gives no immediate clue as to its pedigree, it was released last summer in Japan as Kengo 2.



Sword Of The Samurai takes its fighting very seriously. To anyone who has played either PSone's Bushido Blade series or, the game to which this is a sequel, PS2's Kengo, the concept will be familiar. The player is strapped into the sandals of an ancient samurai living the code of Bushido honour where swordplay is certainly not child's play, and one-hit kills are a disturbing reality.

Set in Japan's feudal past where honour, precise combat and top knots are the order of the day, you begin by taking up residence in a samurai training village. There is no gentle learning curve here as you are given full control of the character's movements from the off. You can enlist in the local dojo for training from a master, but if you are feeling reckless, why not enter one of the tournaments being held in the village.

It's clear from the moment you pick up your first wooden sword that the primary focus of SOTS is on the fighting system. All the moves in the game are taken from Kendo and the system is as deep and complicated as they come. You can set up three different stances that can be switched between during fights. Each of these stances is linked to a wealth of attacking moves which can be toggled between in the heat of battle. Initially only a few attacks can be assigned to each stance but as your samurai gains experience more attacks become available. Essentially, this gives you more control over your samurai's move list.

As you train at the dojo and fight in amateur tournaments your fame rating increases. Do well and a scout will approach you and offer samurai jobs. These range from rescuing kidnapped girls to guarding merchants. In time you'll move to the capital, Edo where

many more game options open and you're introduced to Kengos, sword masters. Once you complete certain missions in Edo, you will be given a date and place to rendezvous and fight a Kengo. Beat him and you'll not only win his sword but also learn his abilities. And soon beating all 16 becomes your ultimate objective.

Sword Of The Samurai is aimed at a very particular audience and those looking for Tekken-esque thrills will be disappointed. Graphically everything is functional but little more, and inconsistently some environments are pre-rendered whilst others are polygonal. There is virtually no music and the main character often feels sluggish and ponderous rather than quick and deadly. This said, for the player who relishes a sword fighting game that demands commitment and real skill, this game can be enthralling and intense. Just don't expect polish on the sophistication. ☐ Simon Parkin

## SWORD OF THE SAMURAI

### Why we'd buy it:

- Proficient technical fighting proves you are a skilled gamer
- You get to be a samurai

### Why we'd leave it:

- The overall presentation is generally dire
- The complex fighting system can be frustrating at times

Graphics	A hotchpotch mess of first-generation quality	04
Sound	Great sword sounds. And that's it	04
Gameplay	Deep, clever and intense. This is hardcore	07
Life span	If you bite then you'll go right to the end	06

There aren't many hardcore Kendo-based samurai sims on the market. If the concept tickles your fancy then go for it.

**06**

OFFICIAL VERDICT

## FIGHT CLUB

The Sword Of The Samurai is one game where getting some training really is a necessity.



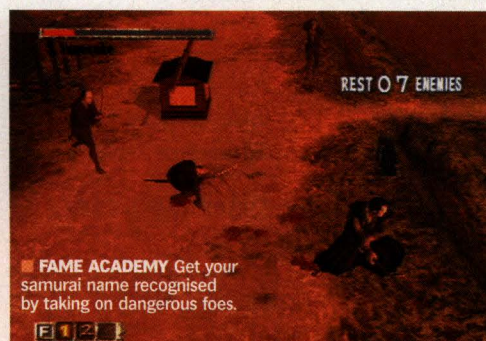
Early in the game you're offered the option to fight in the local tournament. This is a series of fights with other up and coming samurai using a wooden sword.



For the reckless there are underground tournaments. Here you meet combatants at night and fight to the death. If you lose, it really is game over. No questions asked.



Winning a tournament will earn you a new sword. With 103 to collect it'll take a while to complete the set. The really strong swords are only won from defeating the Kengo fighters.



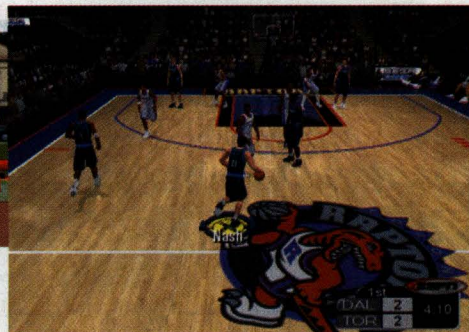
**FAME ACADEMY** Get your samurai name recognised by taking on dangerous foes.





**BALL PARK** Scenes like this are common in parks in the US.

**WASTE BASKET** The fella at the back can't believe what a shambles he's made of this attempt.



**SWEATY BALLS** Players develop a sheen of sweat as games progress.

PUBLISHER: INFOGRAMES  
DEVELOPER: SEGA SPORTS  
PRICE: £39.99  
PLAYERS: 1-4  
OUT: NOW  
WEB SITE: WWW.INFOGRAMES.CO.UK  
60HZ MODE: NO  
WIDESCREEN: NO  
SURROUND SOUND: NO  
PERIPHERALS: MULTITAP

# NBA 2K3

*This gives us contempt of court.*



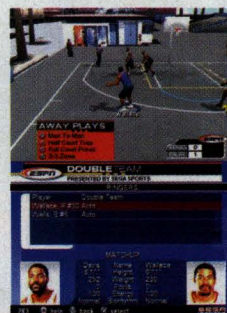
The problem with basketball games is that no-one outside of America really cares about them – perhaps mirrored by popularity of the actual sport itself. Aside from token 'niche' interest from 'devoted fans', few Brits rush to read the back pages about last night's basketball match. Few even knew there was a match last night. Well, were you there? Precisely.

As a result, being given a basketball game to review is akin to being asked to clean a particularly dirty WC with your hands tied behind your back. And, this breeds derision, confusion, boredom (in approximately that order) and ultimately a 'solid 6' score. See, we're too scared to take a stand. Either you get, "It might be the worst basketball game ever, but someone might like it (and I don't really care) I'll give it a six," or, "It's an absolutely brilliant basketball game but – cough – who cares? I'll give it a six."

So where does that leave NBA 2K3? Between EA's NBA Live 2003 (it got an eight) and Konami's ESPN NBA

2Night (it got a five) somewhat narrowing the possibilities for scoring. The only thing to differentiate this game from NBA Live 2003 are the inferior player animations – 2K3's stutter and freeze like there's a smudge of jam on the disc. Those familiar with 2K2 may be pleased to hear of a new Franchise mode, but when the gameplay is so similar to other titles it ultimately comes down to presentation, and, as ever, EA's version has this sewn up. That'll be a six then. **George Walter**

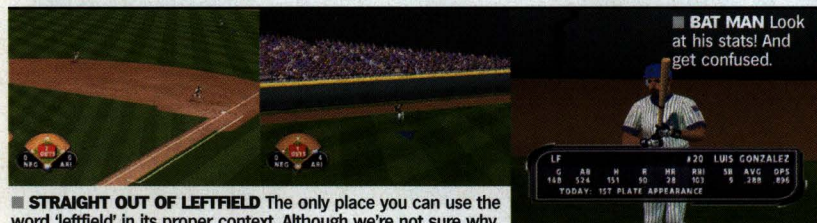
NBA 2K3	
<b>Why we'd buy it:</b>	<b>Why we'd leave it:</b>
- You absolutely had to buy a basketball game	- Little to distinguish it from any other of its type
<b>Graphics</b> 06	<b>We're loathe to say it, but there really is no other score we can give the damn thing...</b>
<b>Sound</b> 07	
<b>Gameplay</b> 05	
<b>Life span</b> 07	
<b>06 OFFICIAL VERDICT</b>	



**DOUBLE TEAM** We're not entirely sure what this term meant. Any ideas?

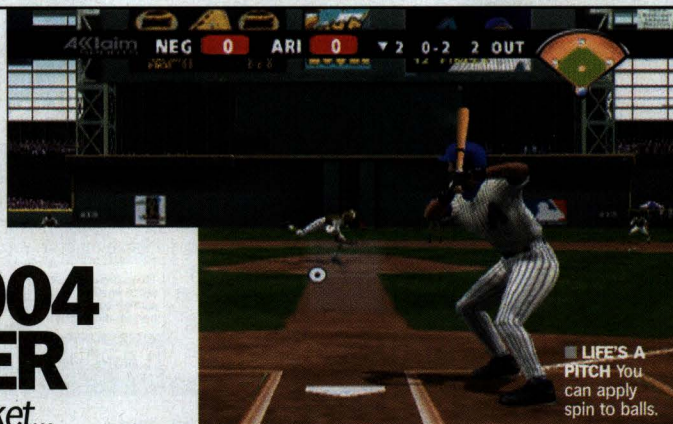


**WALK TALL** It's easier to slam dunk if you're 6'11". So pick the tallest players.



**STRAIGHT OUT OF LEFTFIELD** The only place you can use the word 'leftfield' in its proper context. Although we're not sure why.

**BAT MAN** Look at his stats! And get confused.



**LIFE'S A PITCH** You can apply spin to balls.

# ALL-STAR BASEBALL 2004 FEATURING DEREK JETER

*It might be massive in the States. But it just ain't cricket..*



The last time we played a game that required us to hit things with a baseball bat was *Grand Theft Auto*. Here we used the sporting implement as a weapon to cave in skulls. It is quite a novelty, then, to actually use one as sport's nature intended in Acclaim's *All-Star Baseball 2004*. Approximately two minutes and 37 seconds into the Quick Start option and we came to the conclusion that, actually, the tool is better utilised in *GTA*; caving skulls.

At least, in *GTA* it wasn't so hard to actually hit the target. While we lost count of brutal bat-assisted wastings in Liberty City, on the baseball diamond our hit ratio seemed somewhat inept. Baseball dictates that stats and figures are integral to enjoying the sport (this game has loads, and you'll be able to download new ones online, too) but they don't help you get satisfactory purchase on the ball.

A floating crosshair has to be lined up with the pitcher's throw, travelling at speeds upwards of 80mph towards your midriff. Even when you do line it up, it's a

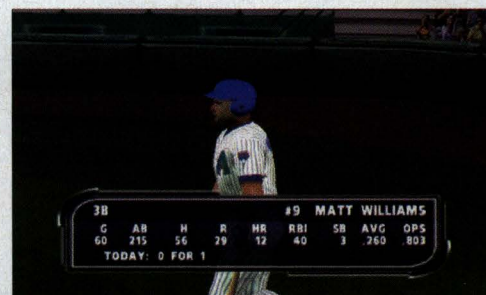
minor miracle if you actually perfectly time your swing. The first time we made contact the ball went *behind* the batsman (a foul). Is that actually possible? Once you've flailed about for a bit the other team tries hitting the ball while you pitch. But bowling's boring, right? You might remember doing it in rounders (essentially baseball, with less stats and more girls). Meanwhile, the commentators get excited about yet more stats and you ponder why Acclaim has released this in the UK. **George Walter**

ALL-STAR BASEBALL 2004 FEATURING DEREK JETER	
<b>Why we'd buy it:</b>	<b>Why we'd leave it:</b>
- We were an American living in the UK	- It's so niche it almost doesn't exist
<b>Graphics</b> 05	<b>Just two minutes and 37 seconds of joy. Then we're left wanting to take a bat to the disc.</b>
<b>Sound</b> 05	
<b>Gameplay</b> 04	
<b>Life span</b> 04	
<b>05 OFFICIAL VERDICT</b>	

PUBLISHER: ACCLAIM  
DEVELOPER: ACCLAIM AUSTIN  
PRICE: £39.99  
PLAYERS: 1-2  
OUT: NOW  
WEB SITE: WWW.ALLSTARBASEBALL04.COM  
60HZ MODE: NO  
WIDESCREEN: NO  
SURROUND SOUND: YES  
PERIPHERALS: NETWORK ADAPTOR



**HELP!** Advice is offered at intervals for novice players.



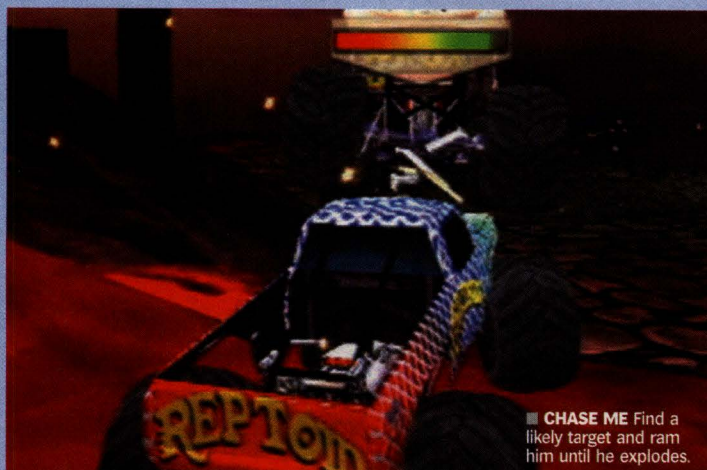


## BUDGET GAMES

The good, the tolerable and the plain ugly side of videogames.

### MONSTER JAM: MAXIMUM DESTRUCTION

Proof positive that monster trucks are rubbish.



■ **CHASE ME** Find a likely target and ram him until he explodes.



PUBLISHER: UBI SOFT  
DEVELOPER: INLAND PRODUCTIONS  
PRICE: £20  
OUT: NOW



If the organisers of the WWE allowed cars to actually 'do' wrestling, this is more or less what it would be like – a massively tedious affair of driving around in endless circles, looking for somebody or something to crash into.

A healthy selection of game modes and power-ups can't disguise the basic failing of *Monster Jam's* appalling handling and bland visuals. It's a simple case of motoring around the arena, smashing into some stuff then marvelling at the gripping sense of underachievement. This is a game that's as vacuously unexciting as a bout of flu and a week spent sniffing and sulking in front of dire daytime TV, knocking back the Lemslips. □



■ **MONSTROUS** The trucks are detailed, the backgrounds empty.

These monster trucks signal another surefire bet for bargain-bin obscurity.

03

OFFICIAL VERDICT

### USA RACER

Shut your eyes and stick it in reverse.



PUBLISHER: DAVILEX  
DEVELOPER: HAVOK  
PRICE: £20  
OUT: NOW



You're doing 80mph down the motorway, minding your own business. You move the wheel to overtake, only to realise the steering column has sheared in two, the accelerator is wedged down, and you're drifting towards the central reservation...

That's how responsive *USA Racer* is. There's up to half a second's delay between telling the damned car to move and seeing it twitch its way across the road, which isn't too handy when you take into account that most of the corners are right angles. □



Racing games really don't get much worse than this.

02

OFFICIAL VERDICT

### INTERNATIONAL CUE CLUB

Chalking up a cheap victory...



■ **POOL SHARK** From the left: Puzzle mode; 9-ball; carom.

PUBLISHER: MIDAS  
DEVELOPER: TAKARA  
PRICE: £20  
OUT: NOW



Every pub player has his own version of the rules of the game. Carry through your free ball? Two shots on the black? Make it up as you go along?

Luckily, *Cue Club* caters for every possible taste. There are just so many variations – the designers at Takara must have invented a good handful of them themselves. This really is one of the most exhaustive billiards sims around. Be warned: the controls aren't subtle, but merely looking at each twist on the theme will give you fair value for your cash. □

This is just the game if you need to know how carom differs from pool.

06

OFFICIAL VERDICT

### MARY-KATE AND ASHLEY: SWEET 16 LICENSED TO DRIVE

Mary who? Licence revoked for the teeny 'stars'.



PUBLISHER: ACCLAIM  
DEVELOPER: DUALSTAR  
PRICE: £15  
OUT: NOW



It may come as a surprise to learn that Americans can get a driving licence on their sixteenth birthday, but it's all too predictable that any game involving Mary-Kate and Ashley must be utter tosh.

This is particularly pitiful. It's a board game that involves waiting ages while everyone crawls towards a parking spot, at which point one of 30 awful sub-games kicks in. Who on Earth thought playing virtual tag on a beach would be fun? □

It's misery being a teen, even if daddy did buy you that sports car.

02

OFFICIAL VERDICT

### ACTIVISION ANTHOLOGY

A time machine for PlayStation 2.



■ **DES RES** Choose from over 40 'classic' games cartridges.

PUBLISHER: ACTIVISION  
DEVELOPER: CONTRABAND  
PRICE: £20  
OUT: NOW



Back when Atari ruled the roost, one company's cartridge classics made stars of humble coders, and influenced a generation of future games designers.

But if you're expecting to be reminded of the heroic triumph of pure gameplay in an era of dire graphics, a quick blast on *River Raid* will clean those rose-tinted specs.

Despite featuring games kids would have knifed their Space Hoppers for, plus bonus visual effects and Eighties music, there's little here for anyone but the most committed retro freak. □

Nostalgia for parents to enjoy while the kids snigger in the background.

05

OFFICIAL VERDICT





**SCUZZ**

MUSIC TV FOR TIME WASTERS

SKY DIGITAL 471









# OVERTHROW HITLER'S EVIL EMPIRE.

You are B.J. Blazkowicz, a US Army Ranger recruited by the OSA and the Allies' top specialist in covert operations, heavy weapons and assassination. Hitler's head of the SS, Heinrich Himmler, is twisting science and the occult into an army capable of annihilating the Allies. The balance of victory is in your hands.

## RETURN TO CASTLE Wolfenstein™



Traverse vast forests, war-torn cities, Egyptian villages and ancient crypts.



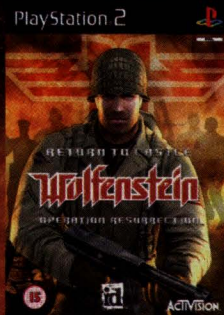
Unleash a brutal arsenal of authentic and experimental weapons.



Engage in an epic, story-driven single-player campaign across over 30 levels.



Face squad-based multiplayer battles against up to 15 others via Xbox Live™ and intense split-screen co-op action.



Complete unique objectives, including silently assassinating Nazi officers.



PlayStation 2



nerve

RASTER  
PRODUCTION



idsoftware.com

ACTIVISION

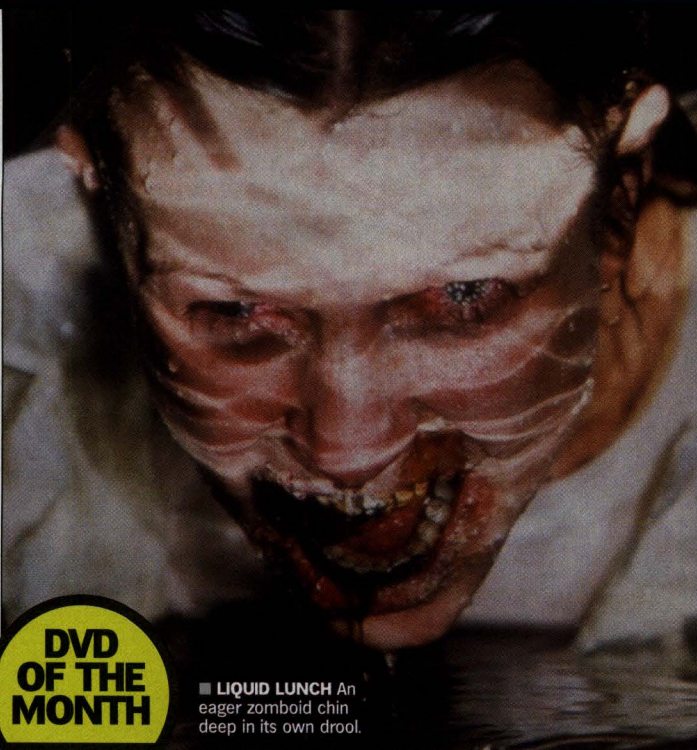
activision.com

Screenshots taken from Xbox™ video game system and PlayStation®2 computer entertainment system gameplay.

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IN ASSOCIATION WITH



**DVD  
OF THE  
MONTH**

■ **LIQUID LUNCH** An eager zomboid chin deep in its own drool.

# Resident Evil

The big screen bow for Capcom's sinister survival horror.

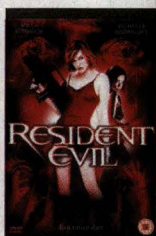
**FILM:** It's postmodernism gone mad: a game inspired by B-movie zombie flicks, itself turned into a B-movie zombie flick. Media lecturers must be wetting their chinos with sheer delight. But while *Resident Evil* the movie might be a gold mine for interminable pretentio-waffles on intertextuality, as a film it's the very definition of average.

Anyone who's played a *Resi* game will be instantly at home here. The giant multi-national Umbrella Corporation is secretly conducting illegal genetic experiments in an underground complex called The Hive. The T-virus gets loose. The computer activates its lock-down system to stop the virus escaping to the outside world. Meanwhile, the hundreds of Hive workers are poisoned to death and resurrected as ravenous zombies. Enter an Umbrella task force, which includes sexy kickass heroine Milla Jovovich, and it's a recipe for slavering undead carnage.

The fact that this setup never bursts into zombified life is, ironically, because Writer/Director Paul 'Mortal Kombat' Anderson sticks too closely to the original game structure – plot revelation followed by action set-piece, repeat ad infinitum. Throw in all the usual suspects – door codes, statues, grainy flashbacks, hellhounds, dodgy dialogue – and you've got an exact copy of the games without the interaction. Sure, it's entertaining enough, but if you want a zombie-fest with a better plot, characters and action just go and play Code: Veronica X. **5/10**

**EXTRAS:** A lively group commentary with Director Paul W S Anderson, Producer Jeremy Bolt and actors Milla Jovovich and Michelle Rodriguez. Featurettes on costume and set design, a glimpse at the gruesome zombie makeup tests, and a chat with goth metal merchant Marilyn Manson about the film's score. Finally, there's a half-decent Making Of (see Extra! Extra!). **6/10**

**VERDICT:** A faithful translation of the game series that can't match the thrill of actually controlling events. □ LH



**Director**  
Paul W S Anderson  
**Starring** Milla Jovovich, Michelle Rodriguez, Eric Mabius, James Purefoy, Colin Salmon  
**Distributor** Pathé  
**Out Now**  
**Price** £1799  
**Extras** Cast and crew commentary, Making Of documentary, Scoring Resident Evil, Set Design and Costumes featurettes, Zombie Camera Tests, Theatrical trailer.



■ **AXE ME THAT AGAIN!** Try telling Milla Jovovich her career's on the wane.



■ **DISHING OUT SOME GUNISHMENT** The blurred gun proved difficult to aim.

## EXTRA! EXTRA!

*Resident Evil's Making Of* featurette is standard fare – sneak peeks of the film intercut with behind-the-scenes footage and interview gibber with the cast and crew – but it does offer something you'll rarely see on DVD extras: famous people talking about videogames. Fair enough, their analysis of the *Resi* games ain't going to put OPS2 out of a job, but it's interesting to hear why they braved the career minefield that is the videogame movie.



**Paul W.S. Anderson**  
"I played *Resident Evil* and I was playing *Resident Evil 2*, and it just got to the point where I loved the game so much I thought, this is fantastic, someone has to make this into a movie. It has a real brooding, suspenseful atmosphere that translates very well into a movie."



**Milla Jovovich**  
"I love the feeling of stillness about it; how it's just empty and then you'll turn the corner and suddenly be attacked by all these zombies. It's so interesting and so fun and exciting and tense. Don't play it at home alone at night."



## Fargo: Special Edition

Director Joel Coen/Starring Frances McDormand, William H Macy, Steve Buscemi, Peter Stormare, Kristin Rudrüd, Harve Presnell, John Carroll Lynch/Distributor MGM/Out 21 April/Price £19.99



**FILM:** This is a true story. Ticked pink with the idea of using the 'real-life drama' format, stretching believability to its limits and seeing

if the audience would go with it, the genius Coen Brothers created *Fargo*: just your everyday tale of a Minnesota car salesman who hires two knucklehead thugs to kidnap his wife so he can get the ransom money out of his rich, tight-arse father-in-law. Of course, it all goes violently, tragically, hilariously wrong.

Amid all this snowbound chaos is Marge (Frances McDormand). Heavily pregnant, utterly decent and with the deductive powers of Sherlock Holmes, she is simply one of the

finest female characters ever written. Representing all that is good and honest about people, Marge provides *Fargo* with a warm-hearted core that is sometimes missing from the Coens' trademark amalgam of oddball characters, casual violence and mischievous dialogue. **9/10**

**EXTRAS:** Documentary *Minnesota Nice* is a cut above the usual Making Of, largely because of the fondness evident in the Coens' repertory company (William H Macy reveals it was three weeks into shooting before the brothers told him the plot was entirely made up). There's also an ace commentary from Director Of Photography, Roger Deakins. **7/10**

**VERDICT:** The definitive DVD release of the Coen Brothers classic. ☐ LH



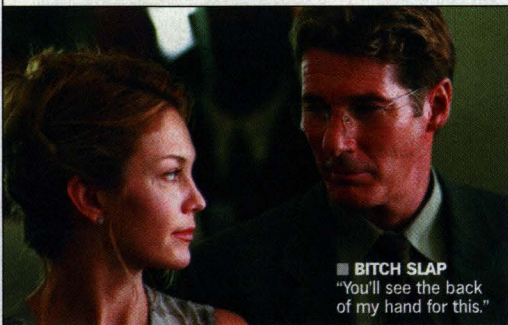
### EXTRA! EXTRA!

It's chat and chuckles in the Charlie Rose Show interview with the Coen Brothers...

As well as offering plenty of insights into the making of *Fargo*, the Coens are their usual cryptic selves during the interview. Constantly smirking at some private, telepathic joke, it's easy to surmise that while Mr Rose is innocently asking about the aesthetic of the film, the Coens are sending each other mental images of the poor sap in his boudoir, indulging in some deviant sexual practice.



■ JACKET IN "Brown coats and rollnecks are NOT old manish!"



■ BITCH SLAP  
"You'll see the back of my hand for this."

## Unfaithful

Director Adrian Lyne/Starring Diane Lane, Richard Gere, Olivier Martinez, Erik Per Sullivan, Chad Lowe/Distributor Fox/Out 28 April/Price £19.99



**FILM:** With a raised eyebrow and a squirt of Blue Stratos, Adrian 'Fatal Attraction' Lyne swaggers back into the world of illicit sexual affairs, but this time it's from the female perspective. Happily married to Richard Gere and mother to a jolly jug-eared child, Diane Lane nevertheless goes sex potty after meeting brooding gallic hunk Olivier Martinez (Kylie's current squeeze). Guilt, deceit, muscles, murder, rumpy-pumpy, blue pullovers – they're all here. Unfortunately, any semblance of suspense or intelligence isn't. **4/10**

**EXTRAS:** A quality selection includes two commentaries, deleted scenes and a Making Of featurette, plus in-depth interviews with Lane, Gere, Martinez, Lyne and Editor Anne Coates. **7/10**

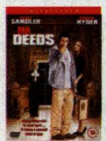
**VERDICT:** Mediocre, seen-it-all-before infidelity drama. ☐ LH

■ TEA LEAF "Winona, have you seen my lavender Dolce & Gabbana jacket?"



## Mr Deeds

Director Steven Brill/Starring Adam Sandler, Winona Ryder, John Turturro, Steve Buscemi/Distributor Columbia TriStar/Out Now/Price £19.99



**FILM:** A quiet man from Hicksville USA, Longfellow Deeds (Adam Sandler) has to cope with a move to The Big City and the attentions of undercover reporter Babe Bennett (Winona Ryder) when he inherits \$40 billion. Cue a load of tired fish-out-of-water gags and a 'wouldn't life be better if we were all small-town thickies' message that'll have you reaching for the nearest sick bag. But for the supporting turns by reliable scene-stealers John Turturro and Steve Buscemi, there wouldn't be any laughs here at all. **4/10**

**EXTRAS:** Commentary by Director Steven Brill and Writer Tim Herlihy, three production featurettes and deleted scenes. **5/10**

**VERDICT:** Adam Sandler remakes the Frank Capra classic *Mr Deeds Goes To Town* but forgets to include the comedy. ☐ LH



### DVDS YOU MUST OWN

**SUPERMAN THE MOVIE**  
Richard Donner's parable of truth, justice and Brando's wage packet is the superhero film. The re-mastered DVD includes deleted footage, excellent documentaries and screen tests of potential Lois Lanes. Equal parts epic to action (with a side order of cheese) you'll believe a man can fly.

## PS2 EGGSTRA

Hidden DVD treasures for your pleasure.



### THE LEAGUE OF GENTLEMEN: SERIES 2

**WHAT TREAT'S IN STORE?** An improvised behind-the-scenes camcorder session with the Gents.

**WHERE IS IT?** Slap in the second disc (the one with all the extras on it). Now press down until you reach the bottom of the screen, next to the number 2. Now push left and a screen appears asking you to type in Pops' phone number: 444 4244.

**SEND US YOUR EASTER EGGS**

Spotted a DVD bonus, have you? Then drop us a line at PS2@futurenet.co.uk and let us know where and how you found it.



## GLOOMY AND FUTURISTIC BUT JUST A LITTLE BIT SILLY, LINKIN PARK ARE THE MATRIX IN BAND FORM

METREORA BY LINKIN PARK, MUSIC PAGE 105





**TWO WEEKS NOTICE** (29 April) brings those rom-com desperados Sandra Bullock and Hugh Grant together at last. Bickering lawyer and client they may well be, but are they secretly crazy about

each other? What d'you think... Based on the true story of world class con artist Frank Abagnale Jr (Leonardo Di Caprio) and the dogged FBI agent on his trail (Tom Hanks) it's Spielberg's

■ **SHOCK TO THE SYSTEM** Halle Berry readies a jump-start for someone in *X-Men*.



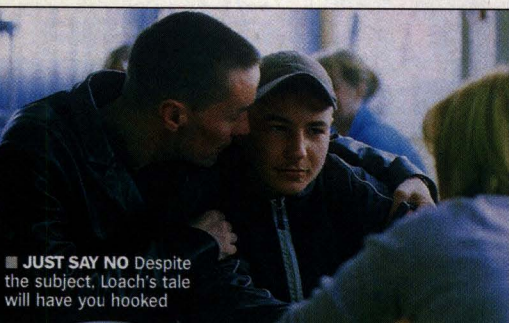
### X-Men 1.5

Director Bryan Singer/Starring Hugh Jackman, Ian McKellen, Patrick Stewart, Famke Janssen, Halle Berry/Distributor Fox/Out Now/Price £19.99

**FILM:** Bryan 'The Usual Suspects' Singer performed that rare trick: turning a legendary comic book into a decent movie. An entertaining action romp that established the struggle between Professor Xavier's and Magneto's warring mutant factions, this new DVD release doesn't change the film one iota, but what it does add is a host of quality extras. **7/10**

**EXTRAS:** The original *X-Men* DVD was virtually bare bones, this chucks in six deleted scenes (that can be branched into the movie), a commentary by Director Bryan Singer, and two hours of new documentaries. The highlight is the *Production Scrapbook* video diary which follows the film through the entire shoot. **8/10**

**VERDICT:** Rammed with hours of in-depth extras, serious *X-Men* aficionados have finally got the DVD they wanted. □ LH



■ **JUST SAY NO** Despite the subject, Loach's tale will have you hooked

### Sweet Sixteen

Director Ken Loach/Starring Martin Compston, Anmarie Fulton, William Ruane, Michelle Coulter/Distributor Icon Home Entertainment/Out Now/Price £19.99

**FILM:** With his mum due to be released from prison, council estate tearaway Liam is determined to build a better life for them away from his mum's violent, drug-dealing boyfriend. But that takes money and the only way Liam can make money is to become a drug dealer himself. The latest film from Britain's great social-realist Director, Ken Loach, this is his best work since the classic *Kes*. Bolstered by a sensational lead performance from newcomer Martin Compston, it's a heartfelt, funny and thought-provoking portrait of modern-day Britain. **8/10**

**EXTRAS:** A sporadic commentary by Ken Loach, six deleted scenes, and a BBC Scotland show about Martin Compston – the Greenock teenager plucked from obscurity to star in the film. **6/10**

**VERDICT:** Gripping slice of working class life from Ken Loach. □ LH

### ALSO RELEASED THIS MONTH...

**My Big Fat Greek Wedding** (Entertainment in Video/£19.99)/**Buffy The Vampire Slayer Season Six** (Fox/£79.99)/**My Little Eye** (Momentum/£19.99)/**Swimfan** (Warner/£19.99)/**Killing Me Softly** (Fox/£9.99)/**The Guru** (Vision Video/£19.99)/**Super Troopers** (Fox/£17.99)/**Saturday Night And Sunday Morning** (BFI/£19.99)

■ **FLY GUY** Despite the daft sunnies, Leo still had girls a-flockin'.



■ **CULT HERO** When a song 'n' dance demon appears in Sunnydale it's the cue for Buffy and the gang to warble through a special musical episode: the great *Buffy The Vampire Slayer: Once More With Feeling* (Fox/£15.99)



### DVDS YOU MUST OWN THE SHINING

Setting up the most bleak situation imaginable – an empty hotel in the isolated snowed-in Canadian backwoods – hell breaks loose as the caretaker takes a knife to his wife and psychic son. A performance never bettered by Nicholson. Some truly unsettling imagery... we soil the bed every single time.

## the spine collector's guide to...

# 1990

**THE FIRST YEAR** of the Nineties was a time for incredible freedom. Nelson Mandela walked free and others felt at liberty to express themselves too. Vanilla Ice launched white rap, someone dug a big tunnel to France and David Hasslehoff sucked in his gut and proudly launched *Baywatch*. Sweet Lord, it's 1990.

The best film of the year was clearly **GOODFELLAS**; Martin Scorsese's account of the bullet and goombah-ridden life of Henry Hill. Crazy-eyed Ray Liotta headed Scorsese's cast in arguably the greatest gangster flick of them all. But there was another Mafia hardman who also made a bloody mark on 1990. **THE GODFATHER PART III** was the last in the great series charting the bloody rise and fall of the Corleone crime family.

This was a year for big films and big directors. Kevin 'I'll make *Waterworld* one day' Costner brought us the truly epic **DANCES WITH WOLVES**; one man's sentimental account of the last brutal days of America's Western frontier. You want something sharper? How about Tim Burton's suitably dark, but equally sentimental, **EDWARD SCISSORHANDS**; the strange and wonderful fairytale story of a boy with – yep – scissors for hands.

The stars were out in force in 1990, in big-budget big hitters like **THE HUNT FOR RED OCTOBER** Sean

Connery and Alec Baldwin heated up the cold war by going head-to-head in submarines. War is hell, but the aftermath has never been more shockingly envisaged than in **JACOB'S LADDER**, as Tim

Robbins' Vietnam veteran almost literally goes to hell and back. Speaking of hard times, Bruce

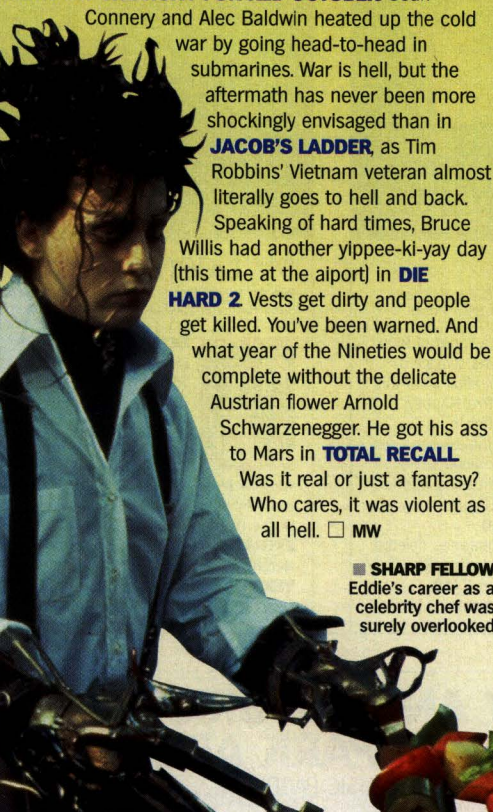
Willis had another yippee-ki-yay day (this time at the airport) in **DIE HARD 2**. Vests get dirty and people

get killed. You've been warned. And what year of the Nineties would be complete without the delicate

Austrian flower Arnold Schwarzenegger. He got his ass to Mars in **TOTAL RECALL**.

Was it real or just a fantasy? Who cares, it was violent as all hell. □ MW

■ **SHARP FELLOW** Eddie's career as a celebrity chef was surely overlooked



### PICK OF THE YEAR



**GOODFELLAS** Bada-bing! Production notes and trailers will make you a killing on a disc that can be found pretty cheaply.



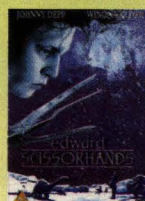
**THE HUNT FOR RED OCTOBER** The extras for this cold war action thriller must be top secret because there's only one trailer on the disc.

**THE GODFATHER PART III** Part of the trilogy boxset. You need to own all of these films and the three hours of extra footage. Or we'll send someone round.

**JACOB'S LADDER** The film is a frightening roller coaster ride and so is the brief trailer on the disc. Apart from that, we're in the dark.

**DANCES WITH WOLVES** Plenty of extras add to an already massive film. Looks great in widescreen, too.

**DIE HARD 2** Unlucky cop John McClane has plenty of back-up here with trailers and features galore.



**EDWARD SCISSORHANDS** There's nothing cut-price about this DVD presentation. Interviews and concept art make for a razor-sharp package.



**TOTAL RECALL** Arnie kicks some ass in space, and the disc's Making Of feature isn't bad either.

## NEXT MONTH 1982

Back in the time machine kids, it's time to hit the year of *Tron*, *Blade Runner* and *ET*. That's right, pack your sci-fi lunchbox, we're going back to the Eighties – an all-time great year to be young and indoors.



# dvd/music reviews

coming soon REGION 2

A camp megalomaniac, a gorgeous bikini-clad CIA agent, and more nudge-nudge puns than the entire run of 'Allo 'Allo – it can only be the latest mission for 007, **DIE ANOTHER DAY** [5 May]...

Find out what naughty old Hannibal Lecter was getting up to before Clarice arrived on the scene in **RED DRAGON** [19 May] a faithful adaptation of Thomas Harris's original Lecter novel...

Impossibly bootylicious 'ordinary housewife' Jennifer Lopez decides that she's had **ENOUGH** [19 May] and fights back against her abusive husband in this ludicrous revenge thriller... What happens

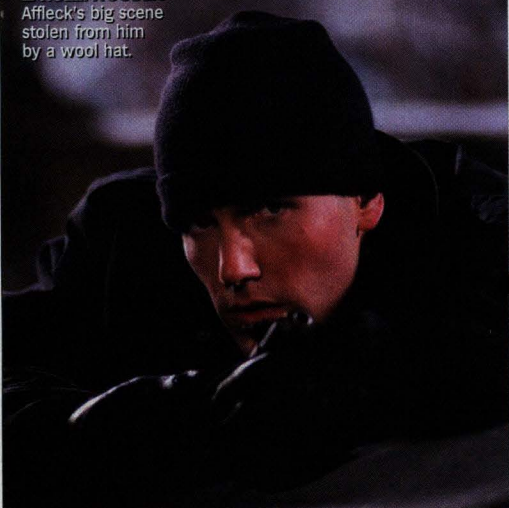
when a six-foot demonic bunny rabbit charges you with saving the world? Well, you get 2002's most original movie – the mind-blowing **DONNIE DARKO** [19 May]... And it's 'Rocky for

rappers' when trailer trash hip-hop prodigy Eminem attempts to 'rock a rhyme that's right on time' in order to win a rap contest and get the hell out of **8 MILE** [19 May]...



■ **SLIM BOY SLIM**  
He can act. Ish.

■ **HOLLYWOODEN**  
Affleck's big scene stolen from him by a wool hat.



## The Sum Of All Fears

What's the difference between an atomic bomb and a nuclear bomb? It's not a joke? We just want to know. Sadly, this bilge doesn't provide the answer. Missing nuke, Affleck in pursuit, oh, so very, very boring. Avoid like fallout.

## dvd charts

### TOP 10 DVDs TO BUY

- 1 Signs
- 2 The Sum Of All Fears
- 3 X-men 1.5
- 4 My Big Fat Greek Wedding
- 5 Lilo & Stitch
- 6 Road To Perdition
- 7 Cold Feet Series 5
- 8 Cold Feet Series 4
- 9 Stargate
- 10 Friends Series 9, Vol 1

Charts courtesy of WHSmith, week ending 6 April

WHSmith

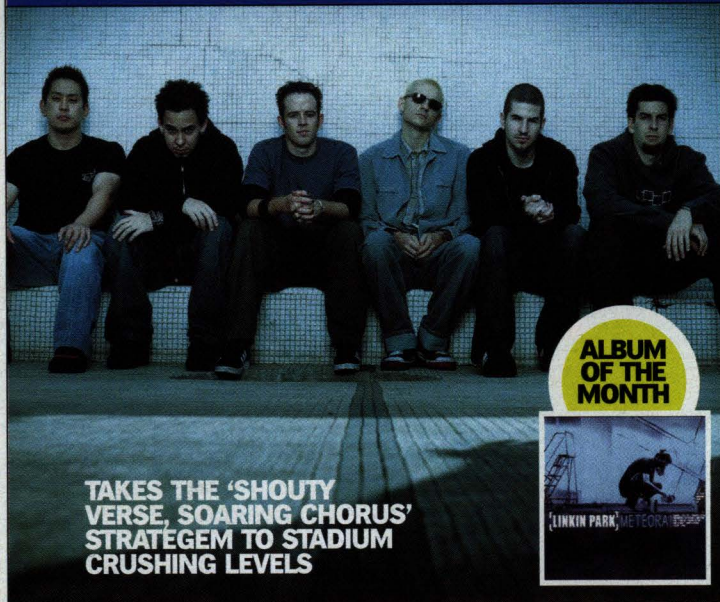


■ **THAT'S A ROAD**  
ALRIGHT! Hardmen and highways – what more do you want?

## Road To Perdition

Anyone say 'overrated'? Plodding gangster revenge drama with a sprog on the side. The heart-yanking slabs of emotio-slop are telegraphed a mile away, but the cinematography is beyond beautiful.

## MUSIC



**TAKES THE 'SHOUTY VERSE, SOARING CHORUS' STRATEGEM TO STADIUM CRUSHING LEVELS**

## Linkin Park Meteora (WEA)

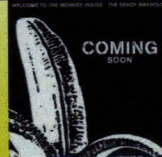
**WHO?** These clean-cut nu-metal upstarts are officially the biggest band in the world. Not that you'd recognise any of them if they mugged you in the street.  
**HIGHLIGHTS:** *Somewhere I Belong* takes the 'shouty verse, soaring chorus' strategem to stadium-crushing levels. Meanwhile the pulsing techno freakery of *Nobody's Listening* outsmarts the competition.

**LOWLIGHTS:** Do they really have to scream like unanaesthetised backstreet amputee victims? Does being grounded once as a teenager really generate that much angst?  
**VERDICT:** Gloomy and futuristic (but just a little bit silly in the final analysis) Linkin Park are *The Matrix* in band form; *Meteora* even comes with exclusive Web-accessed content and a Making Of DVD! **7/10**

## Using the power of your PS2 with this month's best CDs.

### The Dandy Warhols Welcome To The Monkey House (Parlophone)

**WHO?** Insufferably smug retro popsters who hit paydirt when *Bohemian Like You* was used by Vodafone. Insincerity quotient upped here by Duran Duran's appearance.



**HIGHLIGHTS:** The vapid synth boogie on offer gets feet tapping but entirely fails to engage head or heart.

**LOWLIGHTS:** One perpetually raised eyebrow casts a long shadow over this pleasant but ruthlessly emotionless record. *Hit Rock Bottom?* You bet.

**VERDICT:** Monkey House is a modish new wave affair rendered dreary through lack of melody and passion. So thank the Lord for Hot Hot Heat. **4/10**

### Hot Hot Heat Make Up The Breakdown (B-Unique)

**WHO?** Angular of haircut and abundant of tune, Hot Hot Heat are the most convincing inhabitants of New Strokes City.



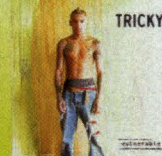
**HIGHLIGHTS:** The Canadian quartet burst with the sound of now, taking the fashionable NYC new wave template and hugging it to death with heady melody.

**LOWLIGHTS:** Just to pick a fight, we're still going to say The Rapture are cooler.

**VERDICT:** After all the hype generated by haircut-orientated art, great albums are still scarce. So here's one. Stand well back and watch Hot Hot Heat burn. **9/10**

### Tricky Vulnerable (Epitaph)

**WHO?** Paranoid Bristolian rapper who once left Massive Attack because they were too pop. Now he finds his former employers biting his claustrophobia chic.



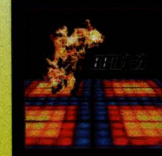
**HIGHLIGHTS:** The discovery of hitherto unknown Italian singer Costanza Francavilla restores the vibe of Tricky's debut masterpiece, *Maxinquaye*.

**LOWLIGHTS:** We know better to expect memorable choruses from 'The Dark Prince' but something vaguely hummable would be a start.

**VERDICT:** Endearingly odd (the cover of The Cure's *Love Cats* a case in point) but so out of step with current trends, it's likely to go largely ignored. Shame. **7/10**

### Electric Six Fire (XL Recordings)

**WHO?** The men who wailed "Danger! High voltage!" entertain with a whole album's worth of heavy-handed 'burning up the disco' metaphors.



**HIGHLIGHTS:** Dance Commander's 'shock and awe' disco raid comes second only to the raucous blackmail fantasy of *Naked Pictures*. Duck and cover, soldier.

**LOWLIGHTS:** Electric Six are staunch pop traditionalists in that each track is an increasingly weaker photocopy of their big hit and they end with a rubbish ballad.

**VERDICT:** Camp vocals, glitterpunk guitars and the tendency to rhyme 'dancefloor' with 'nuclear war'. It's dumb, but that's why we love it. **7/10**

### ALSO RELEASED THIS MONTH

**Brassy** *Gettin' Wise* (Willja)/**Hint** *Portakabin Fever* (Hombre)/**Puretone** *Stuck In A Groove* (Illustrious)/**Ok Go** *Ok Go* (Capitol)/**Macy Gray** *The Trouble With Being Myself* (Sony)/**Ruby Amanfu** *Smoke And Honey* (Polydor)



### ON THE OPS2 STEREO

**Four Tet** *Rounds* (Domino)/**French Kicks** *One Time Bells* (Cooking Vinyl)/**The Agendal** *Start The Panic!* (Must Destroy)/**Nightmares** *On Wax* *Late Night Tales* (Whoa/Azuli)/**Gang Of Four** *Entertainment* (EMI)



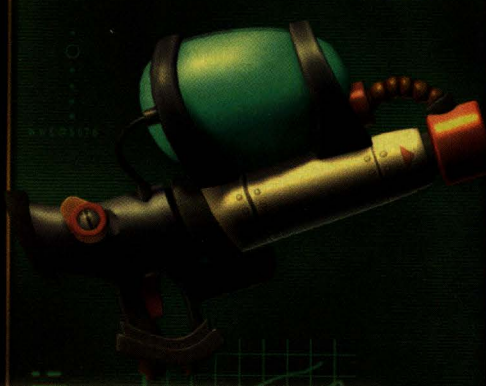
MORPH-A-RAY



OMNIWRENCH 8000



HYDRO DISPLACER

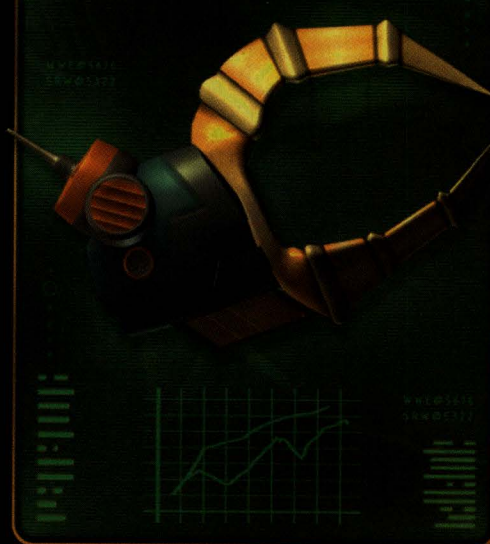


IT'S NOT JUST THE WEAPONS THAT ARE SCARY

GLOVE OF DOOM



TESLA CLAW



PYROCITOR



SUCK CANNON



TRESPASSER



R.Y.N.O



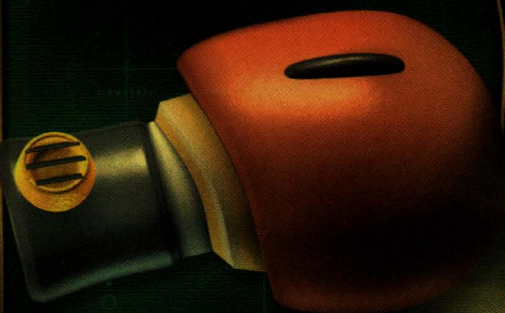
Introducing Ratchet & Clank, a deadly duo sent to save the universe from total destruction. Help them blast their way through an epic array of environments armed with the biggest weapons arsenal in the galaxy. Heaven forbid.

INSOMNIAC

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www.ratchetandclankgadgets.com



WALLOPER



TAUNTER



VISIBOMB



SWINGSHOT



IT'S WHO THEY BELONG TO

GENERAL MAC...  
DON'T KILL HIM,  
GENERAL APATHY...

...RD LIES HAD...  
CIA ENERVATED BY TOP...  
...VED. WORDS STILL HE'S BEEN...  
...ED IN VOLGA

...with...  
...once a place...  
...deliberately...  
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...too weak to...  
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...have dared to...  
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...light they...  
...Nag...  
...dictate...  
...dave

PlayStation 2



THE M...NIC PLACE THE E...XPLOSIVE PLACE THE THIRD PLACE



# HARDCORE

Tips, tricks, cheats and challenges courtesy of Official Tips Mag!



We've spent an entire month hiding in the pitch-black stationary cupboard and creeping up on unsuspecting tea ladies to bring you this month's Hardcore. Practise the art of stealth yourself with the first part of our *Splinter Cell* walkthrough. Also out of the darkness came our guide to *DMC2*, tips for *Tenchu*, how to seduce *The Sims*, and more. Damn, it's bright out here...

*Andy Green*

## IN HARDCORE THIS MONTH

110	SPLINTER CELL	WALKTHROUGH
115	DEVIL MAY CRY 2	GUIDE
119	TENCHU: WRATH OF HEAVEN	TIPS
119	THE SIMS	CHEATS
119	WRC II EXTREME	CHEATS
120	THE MARK OF KRI	FAQS
120	REIGN OF FIRE	TIPS
120	GHOST RECON	CHEATS
120	ATV OFFROAD FURY 2	CHEATS
120	THE GETAWAY	CHEATS
120	DR MUTO	CHEATS
120	HOT WHEELS: VELOCITY X	CHEATS



■ YOU WANT MORE?  
There's a whole magazine of tips on the shelves now!

## WALKTHROUGH

# SPLINTER CELL

The life of a Splinter Cell is a lonely and hazardous one – but the pay's always good!

## TACTICS

Cunning tippets that will see you right in some very hairy situations.

■ **HIDDEN DRAGON**  
Crouching is essential for hiding and sneaking around.



- To deactivate a wall mine, press **X** to select 'deactivate wall mine' when the light on the mine is green. Keep **X** held down, and check the mine is on green. If it's on red, just move the menu selection to 'back to game' and keep trying until you stop it on green.
- Sam has the ability to use a hostage as a human shield. Creep up on someone, grab them, then draw your gun. Sam will keep the hostage in front of him. Enemies will often back off – even if they do start firing, you'll take much less damage, but Sam can't reload the gun when he's holding a hostage.
- Sam can fire around corners. Stand or crouch, go to a corner, peek around it, then draw your gun. Use this on distant enemies – there's less chance of taking damage.
- If you're in a gun battle and are finding it hard to see distant/hidden enemies, activate thermal or night vision, even if it's a well-lit area.
- Use Sticky Cameras if you're unsure of what lies ahead. Use the optic cable to see what is on the other side of doors.
- If you're pinned down by an automated turret, throw a flare in the opposite direction to the one you want to go in. The turret will temporarily follow the heat of the flare, while you nip off the other way.
- To throw a Bottle or Grenade further, hold down **L1** before pressing **R1** and throwing it.
- If an enemy is about to enter a room you're in, stand in front of the door to prevent him from opening it.
- If you're dropping down from a ledge or platform, pressing crouch before you land will ensure a silent landing.
- If you've got a body and nowhere to hide it, shoot out some lights to create a dark hiding place. They must be positioned in the dark or they'll be found.

## SPLINTER CELL

- PLAYERS 1
- MEMORY CARD SPACE 429KB
- DIFFICULTY MODERATE
- COMPLETION TIME 3 DAYS
- REVIEWED OPS2# 32

## VERDICT

"Tension, action, spectacular moves and gadgets combine to make *Splinter Cell* one of PS2's best. A stealthy triumph."

Graphics	08	Overall
Sound	08	
Gameplay	09	
Life span	08	

09



## POLICE STATION



**RENDEZVOUS WITH LOCAL NSA INFORMANT THOMAS GURGENIDZE FOR INFORMATION ON BLAUSTEIN'S AREA OF OPERATION**

Go into a crouch and walk up the steps to your right, then jump and climb the ladder. Walk a few steps to the top of the roof and you'll see a trapdoor – choose to open it, then drop down inside. Crouch and follow the passageway to the end, then climb up the vertical grey pipe. To your left is a zip line. Stand underneath and jump to grab hold of it – you'll zip down into a burning building. Exit the room, turn left and take the door on the left. Exit through the next door and go left. Take the stairs to the floor below and enter the doorway on your right. The floor ahead is burning but there is a pipe above that you can use to cross it – make sure to hoist your legs up to avoid the flames below. Drop down when you're safely across and follow the corridor left. Take the door on your right, exit this room through the only door and go through the doorway on your right. Ascend the stairs, carefully avoiding the fire. Go down the hall and enter the room on your left. Your target, Thomas Gurgendize, is lying in the middle of the room – go over and talk to him. Exit the room through the closed door. You need to proceed through the open doorway, but the room is filled with deadly smoke. Equip night vision, then use your pistol to shoot out the skylight. Once the smoke has cleared, enter the room and exit through the door on the right wall.

#### FIND THE HIDDEN BLACK BOX IN BLAUSTEIN'S APARTMENT

Open the door and move stealthily across the balcony until you reach a gap in the railing. Jump to grab the horizontal bar above, pull up your legs and cross to the other side. Crouch and walk along the fencing, then move into the shrubbery and slowly walk right, towards the apartment. Jump onto the railing, crouch and drop silently onto the porch area. Wait in the shadows for another guard to exit to the apartment. When he leaves again, sneak up on the guard outside, grab him and knock him out – hide the body. Use the Optic Cable underneath the front door, then when the guard walks out of the room, enter. Crouch by the steps leading to the next door, wait for the guard to return, then leg it through the door and follow the corridor to the room at the end. Turn left and slide the painting on the wall, access the computer, then go to the keypad in the room, enter the code and exit to move on to the next stage.

#### FIND GURGENIDZE'S DEAD DROP IN MOREVI SQUARE TO FIGURE OUT HOW TO GET INTO THE POLICE PRECINCT

On the balcony, walk left and there's a zip wire above that'll take you to a sloping roof. Walk up the roof and enter the doorway at the top. At the lift shaft, jump towards the vertical lift cable and you'll automatically grab hold of it. Slide down and get onto the top of the lift, then open the trapdoor and drop inside. Exit the room. Crouch and follow the walkway to some steps – there are two police officers talking at the bottom of the steps. Walk

■ **PIPE DREAM** Sometimes hanging around is the best way to get the job done.



## INSPECT YOUR GADGETS

*Gadget tips for anyone who thinks stealth is simply hitting someone round the head!*



#### AIRFOIL ROUND

A non-lethal projectile. A head shot with one of these will knock out an enemy. Hitting them in the body will temporarily stun them giving you time to rush up behind and grab them. Useful if you want to interrogate an enemy and need them conscious. Unlike bullets, all non-lethal projectiles are silent and your victim won't make a noise.



#### STICKY SHOCKER

Incapacitates enemies but doesn't kill them. The best thing is that the results are the same no matter where you hit an enemy, so it's useful if you need to knock out an enemy and can't risk missing. Can also be fired into water to shock multiple enemies that are in contact with the water (and yourself if you don't get out of it first).



#### THERMAL VISION HEADSET

Useful for seeing distant or hidden enemies (they'll show up bright red). Also good for seeing through smoke and gas. When using thermal vision to read codes that have just been entered on keypads, remember the coldest colours are the buttons that were pressed first: deep blue, blue, then light blue, green, light green, yellow, orange then (warmest) red.

slowly down them, then take the next flight of stairs. Stop about halfway down, turn left to face the officers, then jump to grab hold of the ledge. Move along it, around the corner, to the end. Then pull yourself up and drop down into the shrubbery. Move to the end of the shrubbery, then quietly follow the alleyway until you reach an area with a fountain. Cross the area to some bushes with a red light behind them. There's a hidden tunnel here. Crouch and follow it to the end. Use the computer to get the information you need and take the Medical Kit from the wall, then return through the tunnel to the bushes.

#### USE THE INFO ON GURGENIDZE'S COMPUTER TO GAIN ACCESS TO THE POLICE PRECINCT

An officer will enter the courtyard. Wait until he's stationary with his back to you, then move through the gates on your right. Move slowly to the corner, make sure the civilian has walked away, then follow behind him and take cover between the two bins. There's an officer walking up and down the alley just around the corner. The civilian is also walking around the streets. When it's safe, move from the bins towards the doorway at the bottom of the alley, just behind where the officer pauses. Hide in the corner. Wait for the officer to stop and turn his back to you, then grab him and knock him out. Take the Data Stick from his satchel. Wait until the civilian walks back towards where you started, then move to the end of the alley. When you reach a guard stood with his back to you, creep to the edge up the lattice roof above and jump onto it. Walk across the roof slowly while crouching. At the end, look down – the guard is below. Drop off the roof and land on top of him, knocking him out. Hide his body in any of the dark corners then climb onto the bin in the far corner of the alley. Do a double jump to get up onto the wall with the star.

#### LOCATE AGENT BLAUSTEIN IN THE POLICE PRECINCT

Walk down the steps ahead, crouch and enter the prison area quietly as the guard walks away from you. Walk past the first prison cell, then do a split jump next to the brick wall. Wait for the officer to return and, when he's beneath you, drop down and knock him out. Pick up his body and carry it to the end of the hall. Go through the automatic door on your left and drop his body between the two shelving units. Use the computer here, then turn out the lights, activate your night vision and aim your gun at the door. The guard patrolling in the corridor outside will come to investigate – shoot him in the head quickly. Exit the room into the corridor and go right. You'll see a technician through the window. Creep into the room, grab the technician, knock him out, then go to the doorway of

the next room. Shoot out the camera on the wall opposite, then walk over to the two gurneys.

#### ACCESS THE POLICE PRECINCT'S SECURITY SURVEILLANCE SYSTEM

Pick up the Medical Kit on the stool, then double-back to the corridor. Go left and take the door at the end, then ascend the stairs. Open the door at the top and quietly enter the room and walk right. Wait for the police officer to start talking to the civilian, then very slowly move along the right wall and get behind the curtain. Follow this wall and cross the back wall before the conversation ends. Follow the wall to a doorway, enter it, then go up the stairs. In the room at the top, walk quietly past the two



officers sat at their desks. Open the second door on the right, enter the room and knock out the officer stood on the other side of the curtain. Finally, use the computer.

#### MEET JUNIOR WILKES IN FRONT OF THE POLICE PRECINCT FOR EXTRACTION

Double-back, past the two officers and down the stairs. Walk back around the room until you reach some double doors and exit.

## GEORGIAN DEFENCE MINISTRY



**INFILTRATE THE EAST WING OF THE GEORGIAN DEFENCE MINISTRY**

Walk to the edge of the roof, by the stovepipe and rappel down the wall to an open window. Climb in, move to the end of the bookcase and wait for the guard to finish walking around and go to his desk. Creep up behind and grab him. Pull him back into the shadows, then knock him out. Shoot out the camera above the door, then use the computer.



## → DISCOVER VYACHESLAV GRINKO'S WHEREABOUTS BY INTERROGATING HIS DRIVER

Exit the room, then use the Optic Cable underneath the next door, and watch the guards at the end of the hall. When the patrolling guard is walking away, enter the hall and sneak into the door on the left. Descend the stairs and shoot out the first security camera. Go down another flight of stairs and shoot out a second security camera. Enter the door at the bottom of the stairs.

Shoot out the security camera on the right wall, then go left, following the wall and staying in the shadows. When you reach the car with its headlights on, look right and shoot out the other security camera. Walk around the corner and you'll see Grinko's driver in the corner taking a slash. Interrupt him before he finishes with a spot of interrogation and when he's finished talking, knock him out and leave him lying in his own urine.

## INFILTRATE THE SOUTH WING OF THE GEORGIAN DEFENCE MINISTRY

Return to the stairwell using the same route. There will be a security guard standing by the door you need to take. Pick up the glass bottle from the floor and throw it away from the door to get him to move, then sneak through it. Return up the stairs and through the door you came through before. Go left and sneak up on the guard with his back to you.

Grab him, knock him out and hide his body. Proceed through the door further along on the right. Stop in the doorway, look up and shoot out the camera above. Enter the room and retrieve data sticks from the two computers. Jump onto the desk and pull yourself into the open air duct.

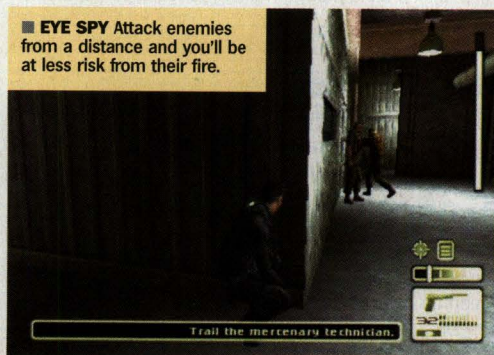
## DEACTIVATE THE COURTYARD SECURITY LASER GRID

Move quietly to the end of the air duct, then jump down. Move to the doorway and wait for the security guard to enter the kitchen, spit in his boss's dinner (and we thought it was only us who did that) and leave. Quietly move into the kitchen and hide behind the table on your right. Pick up the bottle next to you and smash it against the wall by the doorway you just came through.

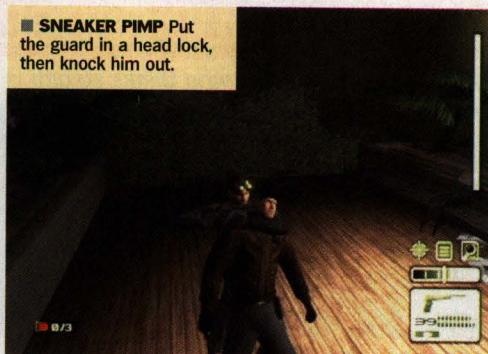
As the chef investigates, move around the table towards the door. Leave when he enters the other room. Sneak up on the guard stood with his back to you, grab him and knock him out. Hide his body in a dark corner and turn out the lights. Exit the double doors, turn right and go down the stairs. Start creeping down the left staircase, wait for the patrolling guard to walk away and walk left at the bottom of the stairs. Sneak up on the stationary guard, grab him, quickly pull him underneath the staircase and knock him out. Wait for the patrolling guard to turn away, then access the computer. Sneak behind the curtains and wait directly behind the computer in the shadows for the Colonel to sit down. Sneak up behind him and grab him – if the patrolling guard sees you, use the Colonel's body as a shield and shoot the guard in the head.

Drag the Colonel to the retinal scanner behind you and use it. Then knock him out, take a Medical Kit from his satchel and stash his body under the staircase with the other body.

■ **EYE SPY** Attack enemies from a distance and you'll be at less risk from their fire.



■ **SNEAKER PIMP** Put the guard in a head lock, then knock him out.



## LASER-MIC THE GRINKO AND MASSE CONVERSATION IN THE GLASS ELEVATOR LEADING TO NIKOLADZE'S OFFICE

Go through the automatic door. Walk to the shadows on your left and shoot out the security camera above the door. Equip the laser-mic, then exit through the double doors. Run across the courtyard and hide behind the bushes near the lift. Aim the mic at the lift and listen to the conversation until they reach the top.

## INFILTRATE THE NORTH WING OF THE GEORGIAN DEFENCE MINISTRY

As soon as the conversation ends, two security guards will enter the courtyard and start patrolling. You need to reach the metal double doors that are directly across the courtyard from the ones you entered by. If you alert any of them, you'll probably need to shoot them both, unless you can find a good hiding place. When you reach the double doors, collect a Medical Kit to the left of the doors, then climb the trellis to the right.

## ACCESS NIKOLADZE'S PERSONAL COMPUTER IN HIS OFFICE

Someone is coming in the lift – quickly enter the door to the left of the lift. Use the Optic Cable by the door and wait for both guards to walk right. Then quietly exit the cupboard, walk left, press the lift call button and enter the lift. Choose to go up. When the doors open, quickly go to the first door on your left – there's a guard on his way. Use the disposable pick instead of the normal Lock Pick to break the lock. Jump onto the desk, face the wall clock and jump up into the duct above. Jump down when you reach the first opening and shoot out the security camera at the end of the corridor. Walk towards the camera and take the first door on the left. Collect the Medical Kit, then climb the ladder, open the trap door and exit onto a roof. Jump onto the edge and go to the stovepipe. Rappel down the wall to the window. Shoot the guard in the head. Enter the office, collect a Frag Grenade from the guard's satchel, then access the main computer. A soldier will be called to the office – return to the window, crouch and drop down to hang from the window ledge. Remain here while the soldier searches the office. When he's gone, access the computer again.

## RENDEZVOUS WITH JUNIOR WILKES IN THE BASEMENT PARKING GARAGE FOR EXTRACTION

Exit the office, turn left and follow the corridor. Take the first door on the left and go to the bottom of the stairs. Collect the First Aid Kit and exit the door. Draw your gun and shoot the guard, then run to where he was stood – the lift shaft is to your right. Guards are coming down the stairs behind you – quickly jump onto the vertical pipe and slide to the bottom. Now turn left and keep following the wall. When you reach Junior Wilkes, talk to him.

## GFO OIL RIG

### INFILTRATE OIL REFINERY BY THE MAIN PIPELINE

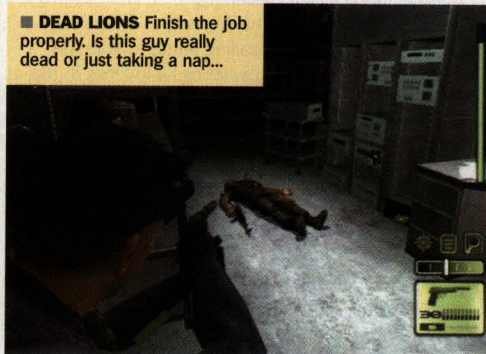
Climb the ladder in front of you. Walk right, along some pipes, then jump to grab hold of the horizontal pipe above your head. Move along to the

end of it, pulling your legs up to get past the beam. When your path is blocked by a container, drop off the pipe, crouch and walk off the edge of the platform. You will grab onto the edge and can shimmy past the container. Pull yourself back up and continue walking forwards, across a pipe, until you see a platform on your right. Stand on the platform and look up – you'll see a wire. Jump to grab it and you'll slide across to the next platform. Crouch and walk left, then climb the vertical pole. On the pole, rotate so that your feet are above the big pipe, then drop down. Crouch, then drop into the hole in the pipe. Turn on your night vision and move to the end of the pipe.

## TRAIL THE MERCENARY TECHNICIAN

Climb the ladder in front of you and open the trap door. Climb the ladder on the side of one of the posts. At the top, jump off it to the right. On the platform at the top, there's a tool box – climb onto it, then jump up and grab the horizontal pipe. Pull your legs up and move along to the end. Wait for the patrolling guard on the platform below to stand underneath you, then drop down on top of him to knock him out. Turn left and climb up the steps. There's an explosion further along the platform. Wait for the technician and his guards to walk away, then draw your pistol and shoot the guard that runs out. Follow the technician and his guards, making sure they don't spot you. Wait by the corner for them to enter a building. A guard will wait at the door – shoot him in the head. Turn back around and go behind the tank. Follow the wall around the side of the building.

■ **DEAD LIONS** Finish the job properly. Is this guy really dead or just taking a nap...



## RETRIEVE THE LAPTOP FROM THE MERCENARY TECHNICIAN'S BRIEFCASE

Jump onto the red piece of machinery. The window above will be shot out and Lambert will tell you about a change of plan. Jump and hold onto the horizontal pipe above you. Pull up your legs and move through the window. One soldier has stayed behind to shoot and destroy the computer equipment. Drop down and shoot him in the head. Collect a Medical Kit from the shelf, then exit through the door the technician went through and climb the stairs. Just before you reach the top, turn left and shoot the container on the higher platform to kill the soldier, then shoot the soldier ahead. Run around the building ahead and go down the steps. Go through the gate and shoot the guard on the other side. Enter the door to your left. Go through the next door, exit and go left. Grab the technician, interrogate him and pick up the Briefcase to end the mission.

## CIA HEADQUARTERS

### RETRIEVE THE SC-20K FROM THE STORAGE ROOM BEHIND THE BATTERY GENERATOR BACKUP

Follow the corridor to two doors opposite each other. Wait for a civilian to walk out of the right one and into the left room. Nip into the right room and use the computer, then use the Optic Cable before leaving. Wait for the security guard to walk from right to left. Exit the room and go right, then wait at the corner while the civilian talks to the guard in the security post. When he



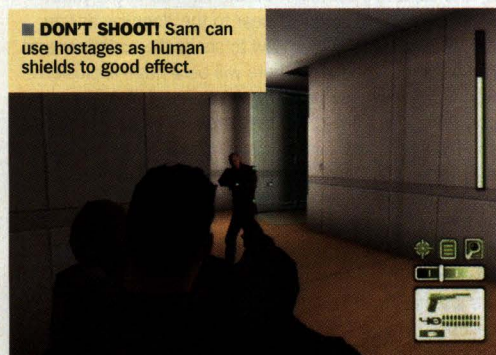


walks away, crouch and sneak under the window. Wait until the civilian walks into the cupboard, then move along the wall and check the security guard in the next room is facing away. When it's clear, move past the open door and stop in the shadows on the other side, next to the cupboard. When the civilian enters the cupboard, sneak in behind him, grab him and knock him out. Turn out the light before leaving. Now wait for the guard in the next room to face away, sneak up on him, grab him and knock him out. Retrieve a Data Stick from his satchel. Type the code into the keypad and enter the room.

There's a guard around the corner, walking from room to room. Wait for him to leave the room and follow behind him. When he walks towards the computer, sneak up, grab him and knock him out. Pick up a Medical Kit, then use the computer. Enter the keypad code and enter the next room quietly. Two civilians are checking stock. Creep down the stairs and wait near the end of the first shelving unit. Wait until both men are standing in the corner to your left, then stealthily run towards them and quickly deliver blows to knock them both out. Collect a Data Stick from the satchel one of them drops. Exit the room, walk down the hallway and up the stairs. In the room at the top, collect the SC-20K and some ammo from one of the shelves. Shoot out the security camera above the door, then exit.

#### ACCESS THE CIA CENTRAL SERVER TO IDENTIFY AND LOCATE THE INFORMATION LEAK

Follow the hallway, staying in the shadows. Wait for the guard to walk away, then continue along the corridor until you reach an office on your right. A security guard is walking around the room. Wait in the shadows to the right of the front of the office, wait for the guard to stand stationary nearby, then creep around him, sneak up behind, grab him and knock him out. Find the civilian in the office and knock him out. Collect the Data Stick from his satchel. Go through the automatic doors with blue beams behind, opposite the office. Go to the door on the right and enter the code. Enter the room and watch the civilian below from the balcony. When he exits the room, move down the stairs and hide to the left of the door. When the civilian returns, follow behind him and knock him out. Go through the two sets of doors and in the next room walk right. There's a security camera on the far wall. Walk right around the central pillar and shoot it when it turns away. Access the computer in the room.



#### TAP DOUGHERTY'S COMPUTER TO TRACE THE INTELLIGENCE LEAK TO THE GEORGIANS

Double-back to the blue chamber and turn left into the corridor. Hide in a patch of darkness and wait for the patrolling guard to enter the toilet. Follow the corridor and stop just before the guard station on your left. While staying hidden from the window, jump on the spot to make a noise. The guard inside will leave the room to investigate. Jump into the room through the window and exit the same way he did. Turn right, go through the next door and go left. Hide in the dark corner. Wait for the security guard to return to his post. There are two armed security cameras in this room. Walk back towards the door you came through and follow the wall around this way, staying in the shadows. When you reach the potted plant, wait for a security guard to enter the room and start his patrol. When the camera above the corridor the guard came through is facing away, rush along the wall and along the corridor. Follow it to an open door on the left and descend the stairs. Stop before entering the room at the bottom – there's a camera in front of you. Wait until it pans away, then walk forwards and shoot out the light. Turn on your night vision and walk to the keypad. Enter the code, wait until the camera is facing away, then open the door and quietly enter the room.

Stand just in front of the door and wait for it to close, then move backwards into the corner. When the security guard walks away, rush him and knock him out before he can set off an alarm. Enter the next room, pick up some Flares from the table and access the computer. Collect another Flare by the turret, then use the Lock Pick to open the door behind the turret. Call the lift and choose to go up. Walk along the corridor and quietly enter the room at the end. Stay in the shadows while the two civilians talk and wait for one of them to walk away. Now, slowly walk along the left side of the room and stop at the corner. Wait for the civilian around the corner to turn away, then walk towards him and duck underneath a table on your right before he turns around. Wait until he's facing away again, then move through the doorway. Follow the corridor to the dark room at the end, then check through the window of the lit office that Dougherty isn't inside. If he is, wait for him to leave, then enter and use the computer.

#### KIDNAP MITCHELL DOUGHERTY

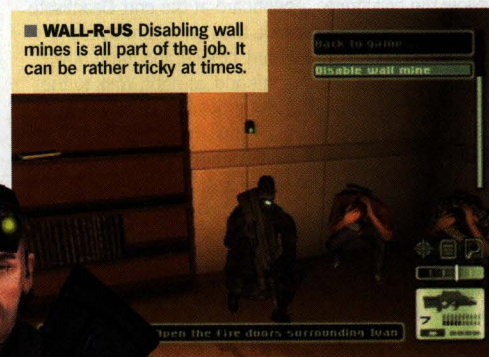
Exit the office and walk down the lit corridor until you see a guard sat on a chair. Sneak through the double doors with an illuminated red sign above them. Quietly enter this room. Move along the left wall, towards the man speaking. When you reach an aisle that goes right, walk up it, crouch and pass under the projector beam and wait on the other side. The man speaking will receive a phone call and tells the other men in the room to take a short break. When they move to the back of the room, quietly move to the exit door, staying out of the light. Use the Lock Pick to unlock the door, exit and walk forwards. Wait at the corner, listen to a conversation between Dougherty and one of the guards and wait for them to walk off. Turn around the corner. There's a guard on the other side of the window. Crouch and press up against the wall under the window, then pass it.

Pick the lock of the last door on the right, access the computer in the room, then leave and enter the code in the keypad at the end of the corridor. Walk right and

enter the door of the smoking room. Dougherty is stood with his back to you – grab him, drag him backwards out of the door and knock him out. Leave him here for now and exit outside through the sliding glass door. Hide in the shadows between the tables and knock out the patrolling guard. Return and pick up Dougherty. Carry him outside and along the metal walkway. Put him down, then enter the building. Walk quietly down the stairs, crouch in the shadows at the bottom and shoot out the security camera in the far left corner.

Check around the corner of the next room before entering. A security guard walks back and forth. Hide behind the containers, wait for him to pause and shoot him with an Airfoil. Make your way to the next door and go outside. Sneak down the steps to a lift. Wait for the guard patrolling below to move away, then go down in the lift. Move into the bushes and move along them to get to the guard without being seen. When he pauses, creep up and knock him out. Enter the underground car park, sticking to the right wall. When you see Wilkes and Baxter by their van talking to the security guard, stealthily sneak up behind the guard, grab him and knock him out. Return to get Dougherty's body and carry him all the way to the van.

WALL-R-US Disabling wall mines is all part of the job. It can be rather tricky at times.



#### KALINATEK



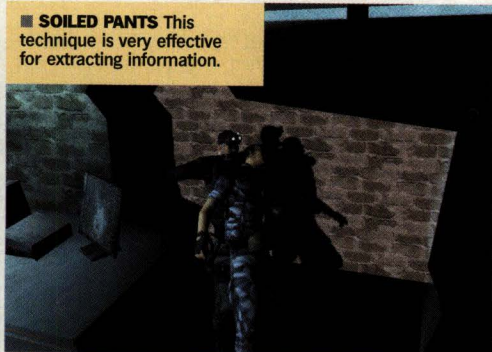
##### INFILTRATE KALINATEK

At the start of the level, run past the parked van to a silver car and hide behind it and the wall. Two guards will enter the car park. Wait until one walks off to the other side of the car park, then sneak up on the remaining guard, grab him, pull him back behind the car and knock him out. Run along the wall and take the first door. Ascend the stairs, enter the door at the top and quickly move forwards and take cover behind the wall. The three guards in the car park will notice you no matter what you do. Draw your gun and shoot them as they come around the wall at you. Collect a Data Stick from one of the guards' satchels. Exit through the only other door in the car park and climb onto the crates. Jump out of the window and over to the load of bricks. Jump and hang onto the rail above you, then move to the end. From this platform, jump across to the building. Walk to the stovepipe and rappel down the side of the building. Wait for the guards in the room to exit, then when you're on the glass roof, jump to fall through. Shoot the guard stood in the corridor. Pick up a Data Stick from his satchel, then carry his body to the end of the corridor and dump it. Go through the





■ **SOILED PANTS** This technique is very effective for extracting information.



→ double doors on the right and type in the code on the keypad to enter the next room. Proceed through the next door. Run across the dark room and jump into the air vent before a guard comes in and turns on the light. Follow the vent and drop down into a room with a fish tank. Collect Ammo from the table. Move into the darkness by the seats and shoot the fish tank. When it shatters, two guards will enter the room one at a time. Kill them or knock them out and search both satchels. Exit the room and deactivate the wall mine on your right. Follow the corridor to a cupboard at the end. Deactivate the wall mine to the left of it, then go in and collect a Medical Kit. Exit the cupboard, crouch and jump down the lift shaft. Exit the lift shaft and go right. Walk to the first corner, then sneak up on the guard stood at the drinks machine, grab him and take him hostage. Wait for another guard to exit a room further along the corridor and shoot him using the other guard for cover. Knock the guard out, then continue along the corridor. When you reach another two guards, zoom in with the SC-20K and shoot out the wall mine on the pillar when they're near it. Search both their satchels. Now enter the office to your left and slowly approach the two programmers in the corner. There are two Wall Mines next to them. Deactivate them both, then talk to the programmers.

## DISARM BOMB PLANTED IN THE ARCHIVES ROOM

Run out of the office, go left and take the door at the end. Go through this room, follow the corridor and go to the archives room on your right. Enter the code and go into the next room. Walk towards the door but shoot and blow up the wall mine on the door before passing through it. Walk around the desk and flames in the next room to reach the doorway and shoot the Mine directly in front of you. Turn left, then go right before the flames and right again. Run along the corridors until you reach the archives on your left. Enter this room, go to the door on the left and pick the lock. Climb over the boxes stacked between the flames and defuse the bomb that's on the wall behind.

## RESTORE POWER TO THE FIRE DOOR CIRCUIT BY ACCESSING THE FUSE BOX BEHIND THE AUDITORIUM

Exit the office and take the door on your left. The auditorium is ahead to your right. Inside is a guard walking from the gallery to the doorway. Wait by the doorway for him to stop nearby, then sneak in, grab him and knock him out. Collect Ammo from his satchel. Quietly enter the auditorium, go left through the gallery and around the corner is another guard with his back to you. Sneak up on him, grab him and knock him out. Walk down the left side of the auditorium, go behind the stage and down the stairs. When you reach the bottom, two guards are ordered to search the auditorium. Sneak back up the stairs, turn left, walk past the stage and walk left again. You'll see the guards running up the stairs. Once they've gone, jump over the low wall onto the stairs and enter the basement. Turn right and shoot out a couple of the lights to make the corner ahead dark. The guard in the next room should come to investigate – hide in the dark corner, shoot him and hide his body here. Keep walking until you reach a desk – collect some supplies, then use the switch on the fuse box.

## ACCESS KALINATEK'S FIRE EMERGENCY SYSTEM TO OPEN THE FIRE DOORS SURROUNDING IVAN

Return to the dark corner where the guard's body lies and wait for the other two guards to return and pass you. Return upstairs, but wait at the top of the stairs. There's now another guard in the gallery box at the top of the auditorium. Use your sniper view to take him out with a head shot. Walk to the gallery box and collect a Data Stick from the guard's satchel, then go to the door opposite the auditorium and enter the key code. You'll be in a large reception area. Wait in the dark in front of the stairs and when the patrolling guard walks down the stairs, shoot him. Walk up the stairs and wait in the darkness opposite the next door. Fire off a shot to attract the attention of the two guards in the next room. When they open the door, shoot them. Proceed through the door and along the corridor. The first few rooms contain some supplies if you need them. Enter the infirmary and talk to the dying programmer. Draw your pistol before exiting the infirmary and shoot the guard on your left. Continue to a room with green glass walls and creep around it. Enter the room, deal with the guard, then access the computer.

## FIND IVAN BEFORE THE RUSSIAN MAFIOSOS KILL HIM

Walk through the fire door, go through the next door and walk up the stairs. Quietly enter the room at the top and, as the guards are walking away, move right and hide by the kitchen. Wait for the two guards to talk – one will leave to go to the toilet, the other will move into the kitchen area. Sneak behind the one in the kitchen and exit the room. Now you've got a time limit to get to Ivan before he's killed. Enter the toilets and shoot the guard in the head while he's relieving himself. Jump into the air vent that's to the left of him and go left. Don't move right to the end or the guard below will turn and shoot you. Line up a head shot from the side of the gap and shoot the guard before he finishes his countdown. Collect the guard's satchel and talk to Ivan.

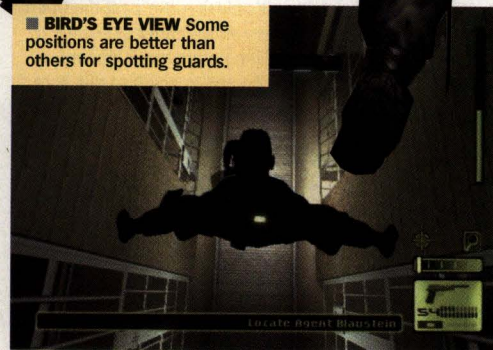
## GO TO EXTRACTION

Exit the toilets and follow the corridor to the reception area. Get in the lift and go up. Exit the elevator, crouch and move quietly into the room. Carefully cross the room and take out the three guards stood talking with a Frag Grenade. Search the bodies for a satchel and collect the Data Stick, then continue to the next room. Climb up the blocks in the corner, then climb onto a platform, then jump across to the scaffolding. Climb down the ladder and pick up a Medical Kit at the bottom. Move through the doorway opposite the ladder, turn right, draw your gun and head towards the next door. Two guards will walk out – shoot them. Collect some Ammo and a Medical Kit ahead, then enter the next room. Press up against the wall and squeeze through the gap. Three guards will start shooting at you. Let them take their positions out in the yard, then try to snipe them off from the door and window. When they're all dead, exit the yard through the open door. There's a Medical Kit in the room on your right. Go through the left door, climb the steps and open the door at the top. There are three more guards to kill in

■ **DON'T LOOK DOWN** Sam keeps a cool head but, more importantly, keeps quiet.



■ **BIRD'S EYE VIEW** Some positions are better than others for spotting guards.



this warehouse area. Cross the warehouse, go up the stairs and turn left. Drop down into the air vent. Crouch and crawl along the air vent to the end. Sneak up on the guard stood with his back to you and knock him out. Use the Optic Cable under the door and wait for the guard to walk away. Enter the first doorway on your right, shoot out the light, collect the Medical Kit on the wall to your left and duck behind the crates. One of the guards will enter the room, then exit again. Pick up some Ammo from the crate, then shoot out the light in the room. Wait by the door you came through for the guard to walk past and shoot him. Walk through to the next room, shoot out the light and when the guard in the distance is facing away, sneak up on the guard in the doorway, grab him, drag him into the dark room and knock him out. Snipe off the remaining guard. Exit the room, the toilet to your left contains a Medical Kit, but you'll have to disarm the wall mine that's on the other side of the central pillar.

Enter the room at the end of the corridor, draw your gun as soon as you enter and shoot the guard who appears in the far doorway. Disarm the wall mine that's on the left pillar and enter the next room. There's a Medical Kit and some Ammo in the room with only a supporting wall. Walk through the next room and go up the stairs on your right. There's a guard patrolling the walkway outside. When he stops in the doorway with his back to you, sneak up on him, grab him, drag him back into the room and knock him out. There are guards on the ground below you. Wait until you can see two stood by the explosive container on the far side of the yard. Make sure you're stood as near to the doorway as you can, then use the sniper view to shoot the container and run back into the room. There will be a huge explosion. Run back down the stairs, turn right and follow the corridor to the yard. Cross the yard and keep going until you hear gunshots. Drop down to the lower level using the crates below, then run across the yard and take cover behind the crates by the forklift. Two guards will come from where you came from – shoot them. Climb up the ladders to the top of the scaffolding, then shoot the last man who is shooting at the helicopter. Jump onto the crates and jump into the helicopter. □

Part two of this Splinter Cell walkthrough follows next month.



# DEVIL MAY CRY 2

More demonic-duelling with the devil's descendant – and this time he's brought a mate.

## MISSION 1



### 'S' RANK CONDITIONS

**Clear time:** Less than 8:31 mins

**Orbs:** More than 2999

**Stylish average:** Score 3 'Show Time!' combos

**Damage:** None

**Item used:** None

**Secret rooms:** One **Blue Orbs/Fragments:** 0/3

Start by smashing the nearby statues to get the Red Orbs inside, then head down the small passage to the right of your starting position. On your way, go inside the flag tower and get the large Red Orb before continuing down the hill. When you come to the gate, jump over, then up onto the large head carved into the rock face to find secret Red Orbs. Continue to the archway, then jump up to get the Blue Orb Fragment high up in the middle.

When you get to the bottom of the hill, keep walking until a cut-scene is triggered. Fight the pack of Agonofinis, then walk up to the large door at the end of the street and press **○** to enter the Secret Room. When you emerge back on the street, take the left-hand road and keep going until you come to a building blocking your path. Jump over this building, then examine the door on the opposite side to be warped off to another Secret Room – this one has a Blue Orb Fragment on offer once

you dispose of all the adversaries. When you reappear back on the street, follow it up and around (grabbing the various Red Orbs from the rooftops and killing all the creatures) until you come to a Time Statue.

Just beyond this statue is a waterway. Jump into it for a Blue Orb Fragment, then jump up through the portcullis (indicated by the Red Orb) and kill all the enemies to get the Gate Key. Use this key to open the portcullis and head through, continuing down to the door. When you emerge on the other side, search the street and rooftops (smash the chimneys) for Red Orbs, then take the narrow path at the far end of the village to finish the mission.

## MISSION 2



### 'S' RANK CONDITIONS

**Clear time:** Less than 6:31 mins

**Orbs:** More than 2999

**Stylish average:** Score 1 'Show Time!' combo

**Damage:** None

**Item used:** None

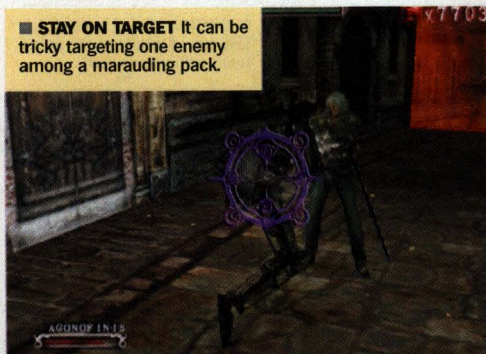
**Secret rooms:** Two **Blue Orbs/Fragments:** 0/2

Walk down the hallway and destroy the large mask with your sword before heading down the steps. Once in the lower area, break the next mask and get the Red Orb, then kill the enemies and head around the corner to the next mask. Break it open and attack the Red Orb Generator for extra currency, then examine the coffin on the back wall to be warped to the next Secret Room.

Continue down the passage and break open the next mask to open up the wall before killing the bats and breaking the next mask. Walk over the newly-opened area in the top-left and fall through the floor to get Red Orbs and a Blue Orb from the pit, then jump back out and go through the large door. Search the door on the far side, then stand on the glowing square in the centre of the room. As the floor structure changes, you must destroy eight spheres to open the door.

Once through the door, go round the corner and kill all the Pyromancers in the pit, then smash the mask to get a Blue Orb Fragment. Head back to the main hall, go through the right side and break the mask. Head back towards the entrance, killing the bats and break the mask. Go to the opposite side of the area and kill the Pyromancers, then break the mask to open the door. Examine the coffin to the left of the Red Orb to find a Secret Room with a Blue Orb Fragment inside, then head down the hall and through

■ **STAY ON TARGET** It can be tricky targeting one enemy among a marauding pack.



## NAVIGATING ORB-IT

**Save yourself from Orblivion by collecting as many of these as you can.**

**Red:** Used as a currency to buy items and upgrade the power of your weapons.

**Green:** This is the holy Orb that restores some of your character's health when injured in combat.

**Gold:** This is the sacred Orb that resurrects you from the dead once all your health has run out.

**Blue:** These come as fragments (collect four) or complete Orbs and extend your health bar.

**White:** These refill your Devil Trigger gauge. They usually only appear after bosses or in Secret Rooms.

the door. Kill all the Agonofinis and Pyromancers and get ready to fight the first boss of the game – the Goatlings!

**Boss strategy:** These demonic goats can spit fireballs at you, flip-kick you or swipe with their claws. The easiest way to kill them is by double jumping and swiping them in the air with your sword. They'll fall to the ground, so follow up with rapid sword combos. They don't have much life, but will soon become a regular foe, so get used to killing them now! Once you have defeated them, you will get the Aerial Heart. Immediately put it to good use and fly up through the opening to complete the stage.

## MISSION 3



### 'S' RANK CONDITIONS

**Clear time:** Less than 8:31 mins

**Orbs:** More than 4499

**Stylish average:** Score 5 'Show Time!' combos

**Damage:** None

**Item used:** None

**Secret rooms:** One **Blue Orbs/Fragments:** 0/1

Walk up the street and continue backwards to the dead-end and jump up on the large pillars for secret Red Orbs. Search the balcony for a Blue Orb Fragment. Continue down the main street, killing all enemies. After the cut-scene, roll down the hill evading the fire pillars and killing the Goatling activating them. You can now go back up the hill and grab any Red Orbs you missed in your haste. On the right side of the street, about half-way down the hill, there's a door that you can enter for a Secret Room.

When you're done there, go through the large door (the one with the Red Orb above it) at the bottom of the hill that leads to the station. You now meet another bad boss. **Boss strategy:** This Orangguerra attacks in many ways. It may roll into a ball and spin at you, grab you, swing its arms at you or spit energy balls at you. Use the pillars to shield you from its attacks and use your pistols to chip away at its energy when it's far away. When it falls to the ground, get in close with a sword combo and then retreat to a safe distance when it recovers. If you take a beating, there are small Green Orbs scattered in the far corners. When you're done, take the Station Key, go through the main door then through the door nearby to end the stage.

## MISSION 4



### 'S' RANK CONDITIONS

**Clear time:** Less than 9:31 mins

**Orbs:** More than 4999

**Stylish average:** Score 7 'Show Time!' combos

**Damage:** None

**Item used:** None

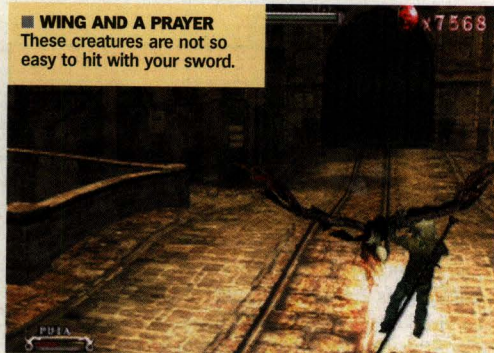
**Secret rooms:** One **Blue Orbs/Fragments:** 1/2

Run up the street to find a Secret Room (containing a Blue Orb Fragment) in the first door on your left. Continue down the street and jump up on the ornamental carvings on the wall for a large Red Orb. Get the other Red Orb in front of the large door at the top of the hill, then proceed down the slope. Jump up on the stone blocks either side of the hill to find various Red Orbs and a Blue Orb, then kill all the enemies and break the boards in front of the door. On the left-side of the cliff, jump up on the thin



## WING AND A PRAYER

These creatures are not so easy to hit with your sword.



→ ledges to find a Blue Orb Fragment at the top, then follow the docks back on yourself for a Red Orb Generator.

Search the door behind the generator for a Secret Room.

Go through the door at the far end of the docks (with the trigger orb outside) kill all the enemies inside, then go through the door at the top of the stairs. Jump up to get the Gold Orb then take the Quick Heart. Leave this area and head back out to the docks. Activate the trigger orb then utilise your Quick Heart to dash back to the gate along the waterfront before it closes. Get the Red Orbs in this area (including one hidden up high behind the gate) then go through the door to meet another boss.

**Boss strategy:** Jokatgum is one of the hardest bosses in the game and will swipe you with its tentacles or spit poison at you. Jump its tentacles and use your guns to destroy one of them. When one tentacle is down, get in close and attack its head, utilising your Devil Trigger to speed up the process. When its tentacle regrows, retreat and repeat the process. It has a lot of energy so defeating it takes time. But once it's defeated, go to the doorway that opens and take the Shotgun to end the mission.

## MISSION 5

### 'S' RANK CONDITIONS

**Clear time:** Less than 11:31 mins

**Orbs:** More than 5999

**Stylish average:** 11 'Show Time!' combos

**Damage:** None **Item used:** None

**Secret rooms:** Three **Blue Orbs/Fragments:** 1/3

Move forward until you become penned in, then kill the two devil dogs and continue up the slope leading out of the tunnel (jump up over the entrance to get a secret Red Orb). When you get to the top of the ramp, kill the various enemies and search the door to the right of the highway for a Secret Room (containing a Blue Orb Fragment). Now head down the tunnel indicated by the Red Orbs.

When you emerge, take out the various enemies and go through the second door on the right after the bridge to find another Secret Room. Then jump over the burning 18-wheeler to the next area. After the cut-scene you'll have to contend with three possessed tanks. The easiest way to dispose of them is by jumping on top and hacking the turrets with your sword. The door beside the first tank will take you to a Secret Room containing a Blue Orb Fragment. When you re-emerge, run back towards the burning truck you jumped over to access this area and jump over the wall with the Red Orb above it. In this concealed area behind you'll obtain the Offence Heart.

Jump back over the wall and up the slope where one of the tanks was situated. When you get to the top, you'll see another Blue Orb Fragment. Get that, then head up the street where the last tank was to fight another boss.

**Boss strategy:** This Infected Chopper boss is a doddle. Ensure that you have your Shotgun equipped then keep double jumping and shooting at it. If it deploys missiles, drop down to the ground and evade them. Easy. Once its energy drops to a certain level, it will flee.

Head through the fire into the building and up the stairs. Use the platforms and double-jump up to meet the chopper again – the strategy this time is a lot more straightforward. Stand behind the banister and keep blasting it with your Shotgun. Its missiles can't get over

## COMBO ATTACKS

Get the best ratings going with this selection of Dante's moves!

### SWORD ATTACKS

Stinger: (Hold **□**) → + **△**

High Time: (Hold **□**) ← + **△**

Spinning slash: **△**, **△** (pause) **△**, **△**

3-hit combo: ← + **△**, **△**, **△**

4-hit combo: **△**, **△**, **△**, **△**

5-hit combo: **△**, **△**, **△**, ←, **△**, **△**

6-hit combo: **△**, **△**, ←, **△**, **△**, **△**, **△**

Jump attack: (whilst in air) **△**, **△**, **△**

Shoulder slam: (as you land) (hold **□**) → + **△**

Slash uppercut: **△**, **△**, **△**, →, ←, **△**, **△**

### HIGH TIME VARIATIONS

Perform a standard High Time and mix up the button combinations to perform the following variations...

High Time #1: Keep **△** held down, release **□**

High Time #2: Release **△** and press it at the peak of your jump, then release **□** and press **△** again.

High Time #3: Hold **△** and keep **□** held, then press **△**, **△**, **△**

High Time #4: Jump up with enemy and press **□**

### DT COMBOS IN LIGHTNING HEART

4-hit combo: **△**, **△**, **△**, **△**

Lightning stab: **△**, **△**, ←, **△**

Lightning slash (long): **△**, **△**, **△**, ←, **△**, **△**, **△** (quickly)

Lightning slash (short): **△**, **△**, **△**, ←, **△**

### DT COMBOS IN FLAME HEART

4-hit combo: **△**, **△**, **△**, **△**

Flame Stinger: → + **△**, **△**

Flamethrower: **△**, **△**, ←, **△**

Flame strike (long): **△**, **△**, **△**, ←, **△**, **△**, **△** (quickly)

Flame strike (short): **△**, **△**, **△**, ←, **△**

### DT COMBOS IN FROST HEART

3-hit combo (whilst running): **△**, **△**, **△**

4-hit combo: **△**, **△**, **△**, **△**

Downward slam (long): **△**, **△**, **△**, ←, **△**, **△**, **△** (quickly)

Downward slam (short): **△**, **△**, **△**, ←, **△**

### SHOTGUN COMBOS (HOLDING **□**)

Cartwheel shot: **△**, **□**

Spinning shotgun: **△**, **△**, **□**

Crouch shot: **△**, **△**, **△**, **□**

the banister, so if you stay there, you'll be perfectly safe. Continue jumping up on the platforms and exit through the doorway at the top. You'll now meet the Infected Chopper for a third time, although this battle is optional. Stay near the doorway and keep blasting it with your Shotgun – the same goes for your next meeting! When missiles get close, just roll or double jump to evade them. Follow the Red Orbs over the edge of the building then double jump from the alley up onto the building highlighted in the cut-scene. Go around to the far side and jump into the gantry to drop down to the Blue Orb, then climb back up the building and follow the path. Head into the small doorway for the Gold Orb then scale the tower. At the top you'll meet the Chopper for the last time. It has loads of energy so the key is to wear it down slowly. Use pillars to evade its missiles then double jump and hit it with Shotgun fire when you get the opportunity.

## MISSION 6

### 'S' RANK CONDITIONS

**Clear time:** Less than 8:01 mins

**Orbs:** More than 999

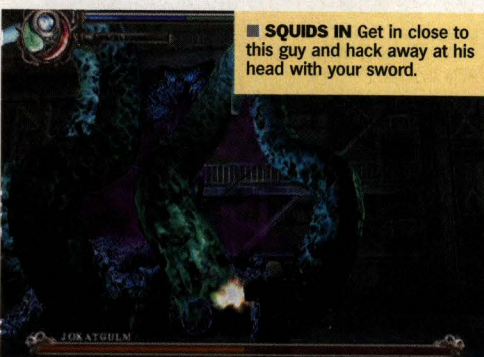
**Stylish average:** Score 9 'Show Time!' combos

**Damage:** None **Item used:** None

**Secret rooms:** None **Blue Orbs/Fragments:** 0/0

Walk into the centre of the plaza and get ready for a hair-raising, yet not too-taxing boss encounter...

**Boss strategy:** This Nefasturris creature comes in three forms. For the first, jump over his electrical beam attacks and blast it with your Shotgun. When it transforms, it will cause damage if it catches you with its flailing arms, so strafe around to the side and blast it continuously with your Shotgun. For its final form, watch for when it flops down to the ground as a barrage of laser fire will follow. Dodge them by rolling round to the side and then get in close with your Sword. If it's floating then it may attack by



■ **SQUIDS IN** Get in close to this guy and hack away at his head with your sword.

either spitting electrical balls at you or deploying a laser attack, both can be avoided by rolling or jumping. Continue to use Shotgun and Sword attacks and you should be able to whittle down its energy quite easily.

## MISSION 7

### 'S' RANK CONDITIONS

**Clear time:** Less than 8:01 mins

**Orbs:** More than 3999

**Stylish average:** Score 9 'Show Time!' combos

**Damage:** None **Item used:** None

**Secret rooms:** Two **Blue Orbs/Fragments:** 0/1

Jump over the railings down to the central area and kill all enemies. Then head up the next staircase and to the pipe. Jump onto the pipe and slide down to the next area. Head to the lower area and dash behind the gas tanks for a Gold Orb, then up the steps and through the door.

Proceed down the spiral slope, go past the door at the bottom and enter the centre of the cylindrical area. Activate your Aerial Heart and fly up to the platform for a Flame Heart before dropping down and going through the door you passed. Kill the bats with and jump down to the small ledge in the middle of the lava pit and through the door. Pick up the Vendetta sword and exit the room, then jump to the other side of the lava pit and search the wall of the lowest ledge for a Secret Room. Step onto the elevator and blast the bats. Kill any other enemies and enter the train. Dispose of the enemies here and head out through the next door. Jump up onto the support beams for some Red Orbs before heading through the next door.

Jump up onto the beams for more Red Orbs and destroy the crates for more. Hop onto the elevator and dispose of the bats. When you reach the top, go through the door on the left to a Secret Room (with a Blue Orb Fragment). Head out the middle door to end the stage.

## MISSION 8

### 'S' RANK CONDITIONS

**Clear time:** Less than 3:01 mins

**Orbs:** More than 1599

**Stylish average:** Score 5 'Show Time!' combos

**Damage:** None **Item used:** None


**Secret rooms:** None **Blue Orbs/Fragments:** 0/0

**Boss strategy:** This giant creature has several attacks. His fiery breath can be evaded by rolling to the side, as can his hammer swipe. When he charges, the best form of defence is to attack. His ring of fire can be double-jumped. Use the Shotgun and Vendetta sword to wear it down, switching to your Devil Trigger whenever it is charged up.



# HEART TO HEART

Devils have hearts too you know, and here's how to harness yours for extra powers..

HEART	DANTE LEVEL	LUCIA LEVEL	NOTES
Aerial.....	Mission 2.....	Mission 2.....	Allows your character to fly (press  .
Aqua.....	N/A.....	Mission 7.....	Allows Lucia to swim faster.
Chrono.....	Mission 15.....	Mission 11.....	Freezes time when attacking with your melee weapons.
Electro.....	Default.....	Mission 5.....	Enables the character to do lightning attacks.
Flame.....	Mission 7.....	Mission 5.....	Enables the character to do flame attacks.
Frost.....	Mission 16.....	Default.....	Adds a frost elemental attack to your melee weapons.
Healing.....	Mission 11.....	Mission 3.....	Increases healing speed whilst in DT.
Offence.....	Mission 5.....	Mission 4.....	Increases damage and range of attacks.
Quick.....	Mission 4.....	Mission 8.....	Enables you to move quicker.

## MISSION 9



### 'S' RANK CONDITIONS

**Clear time:** Less than 6:01 mins


**Orbs:** More than 1999

**Stylish average:** Score 19 'Show Time!' combos

**Damage:** None **Item used:** None

**Secret rooms:** None **Blue Orbs/Fragments:** 0/1

Go through the door and jump down the shaft to get the Red Orbs. Ignore the enemies and head down the tracks (you can get the Red Orbs from the dead-end tunnel on the left, but we advise saving time for the Blue Orb Fragment up ahead). Take the door in the right tunnel through to the lava pit room. Jump over the pit and head up through the door at the top of the stairs on the opposite side.

Head into the centre of the cylindrical structure and attack the Red Orb Generator, then head up the steep spiral slope and through the door at the top. Activate the three orb switches to restore power to the door on the top platform – all three switches are shown in the cut-scene, so simply go to each in turn and activate them. If you jump onto the spiral pipes that you originally entered this area by then you can get a Blue Orb Fragment (hold ) to move cautiously along the narrow pipes). When you have unlocked the door at the top, go through it.

Jump down and avoid the enemies, then jump up to the door by the pipe. Enter the plane in the middle of the hangar, break the box on the right and get the Missile Launcher before exiting again. Head through the hole in the fan created by the plane to complete the stage.

## MISSION 10



### 'S' RANK CONDITIONS

**Clear time:** Less than 5:01 mins

**Orbs:** More than 3499

**Stylish average:** Score 'Show Time!' combos

**Damage:** None **Item used:** None

**Secret rooms:** One **Blue Orbs/Fragments:** 0/1

When you start the stage, go right and head around the corner for a Blue Orb Fragment, then jump onto the second crumbled pillar for secret Red Orbs. Examine the pillar on the right (closest to the glowing door) with a burning skull torch on it to be warped to a Secret Room. Now there are two orb triggers that need to be activated to open the glowing door, both are opposite each other at

■ **IN YER FACE** His dragon breath is easily avoidable. Double jump or roll sideways.



the far end of the room about halfway down the central path. Once you have activated one, enable your Quick Heart and dash across the square to attack the next. If both are activated together then the door will open, if not you'll have to try again and be quicker this time!

When the door opens, go and swipe at the orb and then walk towards the hole that opens in the centre of the stage to be warped off to a boss battle.

**Boss strategy:** The giant moth itself won't attack, instead it will deploy eggs that rapidly hatch into hungry larvae that will storm out of the ground and charge at you, trying to consume you whole. Concentrate on killing the moth with your Shotgun first (to stop any more eggs being dropped) and then when you're left with just the worms, roll to evade them when they burrow out of the ground, then quickly turn and shoot before they disappear again. Slowly keep repeating this process and you shouldn't have too many problems at all.

## MISSION 11



### 'S' RANK CONDITIONS

**Clear time:** Less than 8:31 mins

**Orbs:** More than 4499

**Stylish average:** Score 5 'Show Time!' combos

**Damage:** None **Item used:** None

**Secret rooms:** Two **Blue Orbs/Fragments:** 0/1

Head down the path and examine the door with an eye on to find a Secret Room (with a Blue Orb Fragment inside) then continue down the slopes, and head through the arches. Kill the various adversaries and smash the vases for Red Orbs, then jump down into the next room and hit the orb trigger in the centre. Jump up on the surrounding platforms and double jump into the alcoves to find various secret Red Orbs before going through the main entrance.

Break the vases and use the Orb Generator then when you get to the top of the slope, activate your Quick Heart and dash down the slope. If you get hit by the chasing ball, you'll be transported to a room to fight various beasts before having to attempt the dash again. When you drop down into the room at the bottom of the slope, time your run over to the other side to avoid the spiked trap, then continuously hit the door to break it (you may have to retreat and try this a few times before success).

When the door is broken and the spiked trap stops dropping, go back to the start of the room and double jump into the newly-opened hatch just below the slope. Head down this secret passage and get the Merciless sword before dropping back down and going through the door you smashed open. Head along into the large room and jump up to the platform on the left wall for some Red Orbs. Then jump up to the next platform to find a Secret Room and use the other platforms to scale the room to the top. On one end of the room is an orb trigger – ignore this for now and head over to the other side where you'll find a passage leading to the Submachine Guns. Now smash the orb trigger and jump on the rising platform and go through the door it takes you to.

The idea in this next area is to smash each statue repeatedly to wear them down (you may wish to fully destruct one just so you know how much punishment

they take before breaking) and then finish them all off in quick succession so that you'll disable the forcefield guarding the Healing Heart that's situated in the next room. When you've got that, jump into the hole to meet the next big boss.

**Boss strategy:** As Bolvek has his two devil hounds in tow, it makes targeting him directly difficult. Concentrate on keeping a safe distance away for now and concentrate on killing the dogs (use your Submachine Guns for this). Once the dogs are dead, use your Devil Trigger to get in close and wear him down before retreating and using your guns. Keep repeating and you shouldn't have too much trouble. Once the bad guy is eating dust walk up to the seal to complete the mission.

## MISSION 12



### 'S' RANK CONDITIONS

**Clear time:** Less than 6:31 mins

**Orbs:** More than 3499

**Stylish average:** Score 7 'Show Time!' combos

**Damage:** None **Item used:** None

**Secret rooms:** Two **Blue Orbs/Fragments:** 0/1

Search the large door behind you to find a Secret Room, then jump down to the large room for another encounter.

**Boss strategy:** This consists of a huge ball surrounded by energy balls that spawn Sargassos skull monsters. As the Sargassos respawn collectively once you have killed them all, the best tactic is to keep one alive and then just keep your distance from it.

Now just keep double jumping and smacking each energy ball with your sword to bump them off one by one. When they're all gone, a hole will open in the floor. Go through it. Run down the hallway and break the urns. Search the wall behind the last urn on the left for a Secret Room. Now go through the door.

**Boss strategy:** The Plutonian is a giant, two-headed suit of armour with two huge maces that it will swing at you – but killing it couldn't be easier. Just stay well back and blast it repeatedly with your Rocket Launcher and he will be burnt toast before you know it. Now step into the hole that opens and use the elevator in order to complete the mission.



## MISSION 13



### 'S' RANK CONDITIONS

**Clear time:** Less than 2:31 mins

**Orbs:** More than 2499

**Stylish average:** Score 5 'Show Time!' combos

**Damage:** None **Item used:** None

**Secret rooms:** None **Blue Orbs/Fragments:** 0/0

**Boss strategy:** the best thing to do here is to give this smug git hell! Arius has various attacks – he will unleash lesser enemies on you, and they are best avoided if at all possible. He may also suck you into a void and then spit you out again. He may shoot a big ball of black energy at you. And he may also blast you to death with his guns. But for the most part he will just sit back and let his cronies do the donkey work for him.

The best tactic for defeating him is to just sit back and blast him with your Rocket Launcher, then get in close with your Devil Trigger. Works every time!





■ **DEVIL RUN** Out-pace the ball to avoid an unnecessary battle... or tan.

## MISSION 14

### 'S' RANK CONDITIONS

**Clear time:** Less than 7:31 mins

**Orbs:** More than 6499

**Stylish average:** Score 14 'Show Time!' combos

**Damage:** None **Item used:** None

**Secret rooms:** One **Blue Orbs/Fragments:** 0/2

Search the doors on the left side of the area to find a Secret Room (containing a Blue Orb Fragment) then go through the archway near the item statue and kill the Abyss Goats. Take a right down the street and head up the slope, taking to the rooftops. When you reach the tall building, double jump and smash the trigger orb (there are four to activate) and then continue along until you reach the arena where you got the Gate Key on Mission One. Kill the various enemies here and activate the second trigger orb, then jump back out of the arena and head up the small path to the side.

Kill the various enemies and activate the next trigger orb before moving down the street (you have now come full circle) and going down the path on the left. Kill the enemies and use your Aerial Heart to fly up to the high carving and get the Blue Orb Fragment. Hit the last trigger orb in the air and then go through the large door.

You'll emerge in a large open area with an eye socket in the middle. Slash it to trigger a boss battle with an overly familiar adversary.

**Boss strategy:** It's Phantom – the spider boss from the first game. Activate your Devil Trigger and get in close to hack off as much of its life bar as you can, then retreat and use your Rocket Launcher. It has multiple attacks, most are useless if you keep your distance, but roll or double jump to avoid its fireballs and flaming pillars.

## MISSION 15

### 'S' RANK CONDITIONS

**Clear time:** Less than 2:31 mins

**Orbs:** More than 2999

**Stylish average:** Score 'Show Time!' combos

**Damage:** None **Item used:** None

**Secret rooms:** None **Blue Orbs/Fragments:** 0/0

Slash the central eye socket once again and numerous adversaries will appear. Now search behind it at the far end of the area to find a mound with a dead eye on it. The idea now is to knock one of the adversaries onto the mound which in turn will cause it to spit out the Chrono Heart. Once you have that, kill the rest of the adversaries

as quickly as possible within the allotted time in order to open up a portal in the central eye socket.

If you fail to kill all the enemies within the time however, you'll have to slash the eye again to spawn more. However, the second time you do this the enemies that it generates get progressively harder, so it pays to get it right first time.

## MISSION 16

### 'S' RANK CONDITIONS

**Clear time:** Less than 9:01 mins

**Orbs:** More than 6999

**Stylish average:** Score 19 'Show Time!' combos

**Damage:** None **Item used:** None

**Secret rooms:** Two **Blue Orbs/Fragments:** 1/0

Walk up to the door and then kill the Blood Goats that appear. Once they have been dealt with, go through the door. Go up in the elevator, getting multiple 'Show Time!' combos by defeating the enemies, then exit when it stops at the top. Break the vases for some Red Orbs and then head down the hall. Take the left passage and go through the door at the end.

Run down the passage and get the Red Orbs in the small room, then continue down the hall and through the door at the end. You will emerge in a large room with more of those annoying balls (remember, if they touch you you'll be warped off to fight several adversaries). Jump and roll to avoid the balls and then jump up to the second tier and grab the Sacrilege at the end. Then drop down and examine the area beneath the Sacrilege to find a Secret Room. Now head back out of the room, jumping back up to the second tier to get the Blue Orb above the door. Place the Sacrilege in the door and leave.

Head back towards the elevator and go into the far room to fight Bolverk and his two devil dogs again (same tactics apply as before). Now get the Sacrilege and use it on the door to get back out. When you emerge things will have changed and the surrounds get slightly more sinister. Go past the Msiras and head down the small hallway. Inside this next room you'll have to fight some Blood Goats, so dispose of them and get the Sacrilege they leave behind. Use this on the door to get back out and then head down the only passage you haven't been down yet. Go through the door, activate the trigger orb and defeat the Abyss Goats. By doing so you'll earn the Frost Heart. Now go back to that dark room where you fought the Blood Goats, go out through the door at the back and head up in the elevator.

**Boss strategy:** This Trismagia creature has three faces that it rotates which will attack you in turn. Sit back comfortably and use your Rocket Launcher to wear it down slowly and when you have enough Devil Trigger power, equip your Sub-machine Guns and activate your DT to fire off a quick-killing barrage of shots.

Be sure to roll and jump when the heads zoom in close and time it so that you unleash your DT fury when all three heads are joined up – this way you will inflict more damage in a shorter space of time. When you emerge, jump onto the table and examine the chair to reveal a Secret Room and then step into the light to finally complete the mission.

## MISSION 17

### 'S' RANK CONDITIONS

**Clear time:** Less than 4:01 mins

**Orbs:** More than 1999

**Stylish Average:** More than nine 'Show Time!' combos

**Damage:** None **Item used:** None

**Secret rooms:** None **Blue Orbs/Fragments:** 0/0

**Boss strategy:** Another battle with Arius, same drill as before, stay well back and whittle down his energy with your Rocket Launcher before using your Devil Trigger to get in close. Easy.

## MISSION 18

### 'S' RANK CONDITIONS

**Clear time:** Less than 5:01 mins

**Orbs:** More than 1999

**Stylish average:** More than 14 'Show Time!' combos

**Damage:** None **Item used:** None

**Secret rooms:** None **Blue Orbs/Fragments:** 0/0

**Boss strategy:** Argosax The Chaos is a combination of all the main big bosses you have fought so far and you should adopt exactly the same strategy you used to defeat them in battle for each of its faces. Strafe in and out of each creature's view and use your Rocket Launcher whenever possible. It will only attack when each face is in focus, so when each face gradually dies, you'll have a bigger area to retreat back to and plan your next course of action.

**Boss strategy:** The final boss of the game is a very cool-looking fire demon with numerous attacks. It will either shoot fireballs at you, slash you with its sword or thrust its sword at you. Keep moving constantly as it will vanish and appear on top of you and use your Submachine Guns to gradually wear it down. Whenever you have power in your DT gauge, utilise it to get in close with some combo attacks. Failing that, use it only when the creature attacks so that you don't take any damage. When The Despair Embodied is dead, you will complete Dante's scenario.

## BETTER THE DEVIL YOU KNOW

Get in touch with Dante's fire-spewing Devil that leaves his enemies lying in tatters..

You can press **△** to engage Dante/Lucia's Devil Trigger (DT). This can only be activated once the Kanji gauge beneath their energy bars is past the first level. The amount of power in the gauge determines the length the DT is enabled for and can be replenished by using combos. When in DT Mode your attacks become much stronger and you also don't take any damage. There are also several special effects and moves that can only be pulled-off when in Devil Trigger mode:

### DEVIL TRIGGER MOVES

Special DT Stinger – **△**, **△**, **←** + **△**

DT Energy shot – **△** + **Ⓢ**

DT Charge up Shot – (hold **△**) **△** + **Ⓢ**

**Super DT:** This only applies to Dante. When his health is in the red and you activate the DT, he'll start to fly. Then, by using **Ⓢ**, he'll shoot fireballs from his hands (which will kill most enemies instantly). Press **△** and he'll utilise an extremely powerful extra long sword.

Your guide to the remaining Devil May Cry 2 missions follows next month.



## NINJA NURSE

# TENCHU: WRATH OF HEAVEN

Secrets and stealthy spies.

### SNEAKY PEEKY

Trying to keep an eye on the action with the camera whirling like a helicopter in a typhoon is a big problem. The secret to keeping control of it lies in the **LB** button. Tapping it when you run through the level will reset it behind you. During a fight, hold **LB** down to keep focused on the guy you're kebabbing. The camera can also prove troublesome when you're pressed up against the wall. Peeking around the corner is made easier if you push right up as far to the corner as you can then hit **LB** - the camera will float out a touch more, letting you view the area ahead.

### COMBAT ACADEMY

Tenchu's combat system is based around stealth and one-on-one combat, so if you're surrounded by thugs, you'll often be mashed into the ground. Don't use the focus button in group combat, and don't use combos. Focusing makes striking out more difficult and combos makes your ninja move through a complex animation that'll leave you vulnerable. Attack with single or double button presses, then leap out the way and repeat.

### STEALTH WINJA'S

The first rule of the ninja: If spotted, you must crouch, then thine enemy will surely ignore you. The best way to sneak up on someone is to do so crouched. You'll find the enemies remain oblivious until you're fairly close. If you're spotted, instantly crouch. Nine times out of ten, the exclamation mark will disappear and you'll be left to kill the target.

### STEALTH KILLS

Performing stealth kills is rewarding. You'll get extra moves if you achieve the requisite numbers through the level, but this is tough. You've three main methods of killing with stealth. You can attack when the back is turned, you can drop down from above or you can use the blindspot of the target.

### SNEAK THIS!

Sneaking up from behind needs to be planned. Get as near to the thug's patrol route as possible. Hide around a corner and wait. Keep an eye on the guard's pattern and watch for the moment he's as close to you as he can get - he'll then turn around. From there you should sprint and kill.

### GET HIGH!

Dropping down from roofs also needs to be planned. Make sure you're crouching as you peer over the edge of a roof or wall. Dropping down is the easiest part. Watch for the moment when the guard passes, then shift to position yourself over that particular point. Drop down and hit the attack button just as you hit the ground. Job done.

### CAN'T SEE!

Getting in behind the blindspot of a guard can only be done in certain situations. If you've got a non-patrolling enemy, they'll be standing in one area, but turning intermittently. Tenchu never leaves you without the chance for a stealth kill. Wait until the guard has just turned to face away from you and roll towards him (keep crouched and press forward and **LB**). You should make it up to him unnoticed, with plenty of slaughter time remaining on the clock.

### CREATE A DISTRACTION

Poison rice makes it easy to distract a guard. Go into every level with two to three bundles of rice. Ideally you'll only need to use one, but it's best to have a backup ready. The best way to use it is to wait around a corner and throw it away from you, so the guard follows it, and keeps you in his blindspot. The same applies if you're overhead. Just make sure you kill him before he consumes the rice and you can re-use it over and over again.

### WHEN ALL ELSE FAILS

Remember, if you're spotted and surrounded, the only option may be to fight. Keep in mind that you can force the aggressors to fight by your rules. Even though they'll attack in groups, make sure they all attack from the same side by leaping over them and running away; they'll follow grouped together. Try and draw their often clumsy attacks towards each other. There's nothing sweeter than watching the guards get caught up in a Keystone Cops routine.



## FAQs

Make your games go that extra mile with our expert advice.

### WRC II EXTREME

QUESTION: I want more for my money with WRC II. Any chance you could increase the value of this game with some secrets?

Simply enter the following codes in the secrets menu...

**Very reflective car**  
CHROME

**Disco lights effect**  
DISCO

**Power boost**  
NITRO

**Motion blur**  
MOBLUR

**UFO effect**  
UFOPTER

**Bouncy suspension**  
KANGAROO

**High pitched co-driver**  
HELIUM

**All bonuses unlocked**  
EVOS

## KEEP IT IN THE FAMILY

# THE SIMS

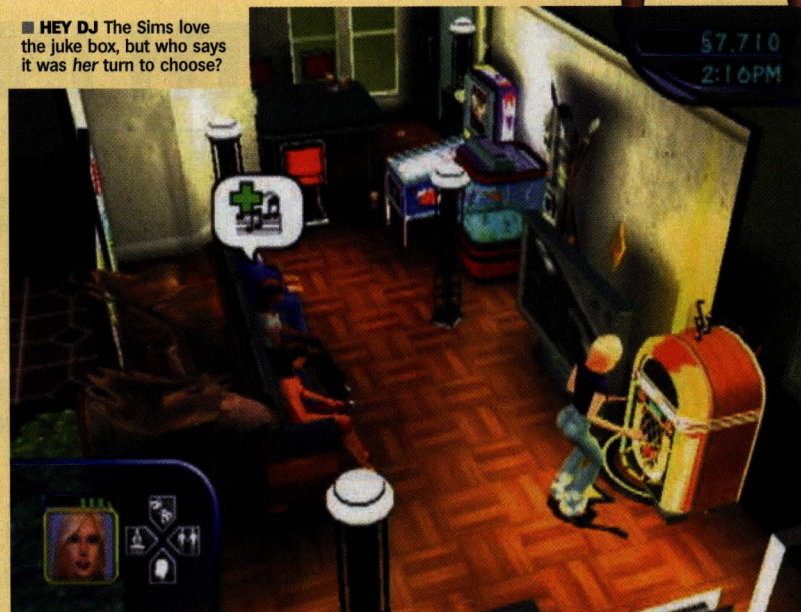
Play puppet master to the max!

Want to know how you can unlock some cool stuff in Story mode? It's all right here..

HOUSE	ITEM	HOW TO UNLOCK
Money From Mom	Aroma Machine	Cook a successful dinner
Money From Mom	Vanity Mirror	Fix the TV
Money From Mom	Treadmill	Get a job
Money From Mom	Museum (two-player game)	Borrow \$800 from Mom
Money From Mom	Beejaphone Electric Guitar	Complete house in 24 hours or less
Reality Bites	Ice Chest	Get promoted to level two
Reality Bites	Teppanyaki Table	Get promoted to level three
Reality Bites	Bug Zapper	Increase house value from \$34,561 to \$35,711
Reality Bites	Frat House (two-player game)	Move in with Dudley or Mimi
Reality Bites	Repairman	Repair all broken objects
Reality Bites	Maid	Clean up all the mess
Reality Bites	Coat of Arms	Complete house in four days or less
Party Animals	Strip Poker Table	Get promoted to level four
Party Animals	Master Suite Tub	Get promoted to level five
Party Animals	Tree swing	Increase house value from \$53,180 to \$54,680
Party Animals	Motel (two-player game)	Throw a raging party
Party Animals	Park (two-player game)	Greet and feed Bobo the Bum
Party Animals	Head in Jar Curio	Complete house in eight days or less
Hot to Trot	Sonic Shower	Get promoted to level six
Hot to Trot	Carving Block	Get promoted to level seven
Hot to Trot	Love Bed	Increase house value from \$46,050 to \$48,050
Hot to Trot	Club Abhi (two-player game)	Throw a raging party
Hot to Trot	Park (two-player game)	Greet and feed Bobo the Bum
Hot to Trot	Wurl N' Hurl Jukebox	Complete house in eight days or less
Who Loves Ya Baby	Sand Box	Raise first child from baby
Who Loves Ya Baby	Lawn Sprinkler	Raise second child from baby
Who Loves Ya Baby	Maid's House	Get promoted to level eight
Who Loves Ya Baby	2 Swimming Pools	Get promoted to level nine
Who Loves Ya Baby	Park (two-player game)	Greet and feed Bobo the Bum
Who Loves Ya Baby	Bearskin Rug	Complete house in eight days or less
The Last Simoleon	Monkey Butler	Send children to prep school with straight A's
The Last Simoleon	Park (two-player game)	Get promoted to level ten
The Last Simoleon	Rhino Trophy	Complete house in eight days or less



■ **HEY DJ** The Sims love the juke box, but who says it was her turn to choose?





# KISS MY AXE! THE MARK OF KRI

When the going gets tough,  
the tough get cheating!



## WEAPON SELECT

Get all six hidden Tuku's to be able to use any weapon on any level - unlock this and you'll be killing for fun.

## ARENAS

Complete all of Baumusu's Challenges on a level to unlock the Arena of that level. Play it by talking to the Sage and you'll be rewarded.

## ART/ALTERNATE COSTUMES

Complete the time/body count challenges in the various Arenas (above) to unlock artwork and different clobber for Rau to spice up your gaming experience.

## CHEAT NOW (ASK QUESTIONS LATER)

Enter these codes at the menu screen, when you are asked to press **START**:

### Invincibility

⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗

### All Health pick-ups give you 100%

⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗

### Stronger enemies

⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗

### Weaker enemies

⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗

### Infinite arrows

⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗

### Turn Arena AI off

⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗

# CHEATS OF THE MONTH



## REIGN OF FIRE

If you're having trouble ridding the world of those flying firecrackers, ignite your abilities with these codes...

## LEVEL SELECT

At the Main Menu, press **↑**, **←**, **⊗**, **⊗**, **←**, **←**, **⊗**, **↓**, **↑**, **⊗** to be able to instantly access any level in the game.

## IN-GAME CHEATS

Enter any of the following codes at any time during play..

Level skip **⊗**, **⊗**, **←**, **↓**, **→**, **⊗**, **→**, **↑**, **⊗**

Invincibility **⊗**, **⊗**, **→**, **←**, **⊗**, **↑**, **↓**, **→**, **⊗**, **⊗**

Extra damage **⊗**, **⊗**, **→**, **↑**, **→**, **⊗**, **⊗**, **→**

Burn everything **⊗**, **⊗**, **←**, **↓**, **⊗**, **⊗**

Goat mode **⊗**, **→**, **←**, **←**, **⊗**, **⊗**, **⊗**, **→**, **↑**

# CODE-U-LIKE

Need to cheat your way to victory on a certain game? Write to us and we'll ease your pain.

## ■ Philip Marsh wants to get ahead in TOM CLANCY'S GHOST RECON...

Enter the following codes on the title screen  
All missions.....**⊗**, **⊗**, **⊗**, **⊗**, **⊗**, **⊗**  
All special features.....**⊗**, **⊗**, **⊗**, **⊗**, **⊗**, **⊗**

## Invincibility

Begin a mission, pause, then press **⊗**, **⊗**, **⊗**, **⊗**. Your first soldier will be invincible, but the rest of your platoon can still be killed.

## ■ Dan Hughes is desperately in need of an engine upgrade in ATV OFFROAD FURY 2...

Select the 'Profile Editor' option at the main menu, then select 'Unlock Items'. Simply go to 'Cheat Codes' and enter these dirty delights...

Master code.....IGIVEUP  
All ATVs.....SHOWROOM  
All games.....GAMEON  
All tracks.....TRLBLAZR  
All equipment.....THREADS  
All championship events.....GOLDCUPS  
Disable wrecks.....FLYPAPER  
1000 profile points.....GIMMEPTS  
San Jacinto Isles.....GABRIEL  
Aggressive CPU ATVs.....EATDIRT

## ■ Tim Gibbons needs a little help with his gangsta' image in THE GETAWAY...

## Double health

Press **↑**, **↑**, **←**, **→**, **→**, **⊗**, **⊗**, **↓** at the title screen. The sound of a woman groaning will confirm correct code entry.

## Armoured car weapon

Press **↑**, **↓**, **←**, **→**, **⊗**, **⊗** at the title screen. The sound of a woman groaning will confirm correct code entry. Note: The weapon can only be used during missions.

## ■ Sam Robinson wants some quick-fix prescriptions for DR MUTO...

Invincibility.....NECROSCI  
Never take damage.....CHEATERBOY  
All gadgets.....TINKERTOY  
Secret morphs.....LOGGLOGG  
All morphs.....EUREKA  
Go anywhere.....BEAMMEUP  
View FMV sequences.....HOTTICKET  
Super ending.....BUZZOFF

## ■ Sean Park wants some red hot tips for HOT WHEELS: VELOCITY X...

## All cars

Hit 11 Bonus Stunt items in Challenge 8.

## All worlds

Find the Hidden Key while completing Challenge 18

## All gadgets

Hit at least 30 Barrels while completing Challenge 7

## Upgraded laser

Complete Challenge 18 under the very hard difficulty setting

## Unlimited ammunition

Hit at least 50 Barrels while completing Challenge 18

## Unlimited health

Hit at least 179 Barrels while completing Challenge 17

## Unlimited turbo

Collect 8 Zappers while completing Challenge 4

## Timer speed

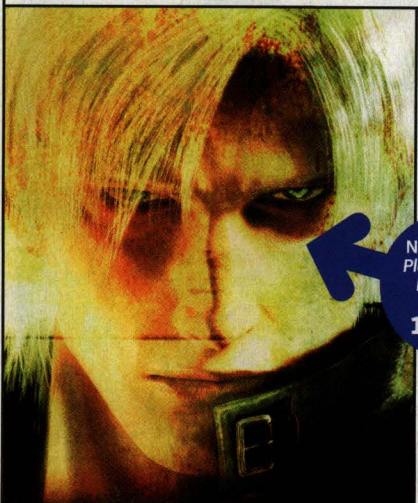
Intentionally hit at least 60 Barrels while completing Challenge 12

Send in your code requests to:

CODE-U-LIKE, OFFICIAL PS2 MAGAZINE  
FUTURE PUBLISHING, 30 MONMOUTH STREET  
BATH BA1 2BW

or email:  
ps2surgery@futurenet.co.uk

# NEXT MONTH IN HARDWARE



Next Official  
PlayStation 2  
Magazine  
on sale  
**16 MAY**

## More stealth action in part 2 of SPLINTER CELL

## Follow Lucia's missions in DEVIL MAY CRY 2

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Moto GP3 and much more

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Official PS2 Tips Magazine, priced £3.99





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**CHEATS  
TIPS & WALKTHROUGHS**

## PLAYSTATION 2

**A = 01**  
Ace Combat 4: S. Skies  
Ace Combat: D. Thunder  
Age of Empires 2  
Agent Under Fire  
Aggressive Inline  
Airblade  
Alex F's Player Man '02  
Alex F's Player Manager  
All Star Baseball 2002  
All Star Baseball 2003  
All Star Pro: Wrestling 2  
Alone in the Dark 4  
American Pro Truck  
Ape Escape 2  
Aqua Aqua Wetrix 2  
Arctic Thunder  
Armageddon (MDK2)  
Armoured Core 2  
Armoured Core 3  
Army Men: Green Rogue  
Army Men: RTS  
Army Men: Air Attack  
Army Men: Land Sea Air  
Army Men: S's Heroes 2  
Atlantis 3: New World  
ATV Off-Road Fury  
ATV Off-Road Fury 2

**B = 02**  
Baldur's Gate: Dark All.  
Bass Strike  
Batman Vengeance  
Battle Engine Aquila  
Big Mutha Trucker  
BIG: NBA Street  
BIG: SSX Snowboarding  
BIG: SSX Tricky  
Black and Bruised  
Blade 2  
Blood Omen 2  
BloodRayne  
Bloody Roar 3  
BMX XXX  
Bombard Racing  
Bond 007: Nightfire  
Bond: Agent Under Fire  
Bouncer  
Bounty Hunter: Star Wars  
Britney's Dance Beat  
Burnout  
Burnout 2 Point of Impact

**C = 03**  
C. Bandicoot: W. of Cortex  
C-12 Final Resistance  
CAPCOM vs SNK 2  
Cart Fury  
Casper: Spirit Dimensions  
Chamber of Secrets  
Checkmate  
Chris Edwards' Ag. Inline  
Circus Maximus  
Citizen Kabuto (Giants)  
City Crisis  
Clock Tower 3  
Code Veronica X  
Colin McRae Rally 3  
Commands 2  
Conflict Zone  
Conflict: Desert Storm  
Contra: Shattered Soldier  
Cool Boarder 2001  
Crazy Bump's: Car Bat.  
Crazy Taxi  
Cricket 2002  
Cyprien's Chronicles

**D = 04**  
Dare Devil  
Dark Alliance  
Dark Angel  
Dark Cloud  
Dark Legacy  
Dark Summit  
Dave Mirra BMX 2  
David Beckham Soccer  
DDRMAX: (D. D. Rev. 6)  
Dead or Alive 2  
Dead to Rights  
Deadly Alliance  
Delta Force: U. Warfare  
Desert Storm (Conflict)  
Deus-Ex  
Devil May Cry  
Devil May Cry 2  
Digimon World  
Dino Stalker  
Disaster Report  
Disney's Dinosaur  
Disney's Kingdom Hearts  
Distant Thunder  
DNA Dark Native Apostle  
Donald Duck: Quack Att.  
Dot Hack  
Downforce  
Dr. Muto  
Dracula Last Sanctuary  
Dragonball Z: Budokai  
Dragons: Ancient Gates  
Driven  
Driver 2  
Driving Emotion Type-S  
Drome Racers  
Dropship  
Drum Mania  
Dynasty Warriors 2  
Dynasty Warriors 3  
Dynasty Warriors 4

**E = 05**  
Ecco the Dolphin  
Eden, Project  
Ego Mania  
Eighteen Wheeler  
Elemental Force  
Elite Force: Voyager  
Emotion Type-S (Driving)  
End Game  
Ephemeral Phantasia  
Episode 1: Star Fighter  
Escape Monkey Island  
ESPN Int. Track & Field  
ESPN Int. Winter Sports '02  
ESPN NBA Tonight  
ESPN NBA Tonight  
ESPN NFL Primetime '02  
ESPN Skateboarding  
ESPN Snowboarding  
Eternal Ring  
Eye of Extinction  
Evergrace  
Evil Twin  
Evolution Skateboarding  
Evolution Snaccross  
Extermination  
Extreme G 3  
Extreme Racer

**F = 06**  
F1 2001  
F1 2002  
F1 Champ. Season 2000  
Fanta Vision  
Fatal Frame

Fellowship Of The Ring  
FIFA 2001  
FIFA 2002  
FIFA 2003  
Fifa World Cup 2002  
Final Escape (SOS)  
**Final Fantasy 10**  
Final Fantasy 8  
Fire Blade  
Forever Kingdom  
Formula 1 2001  
Formula 1 2002  
Four by Four Evolution  
Freestyle  
Freestyle BMX 2  
Frequency  
Frontline (M. of Honor)  
Fur Fighters  
**G = 07**  
G.I. Jockey  
Gauntlet: Dark Legacy  
**Getaway**  
Ghost Recon  
Giants: Citizen Kabuto  
Gitaroo Man  
Godai: Elemental Force  
Gold, Swing Away  
Gradius 3 & 4  
Gran Turismo 2  
Gran Turismo 3  
Gran Turismo Concept  
**Grand T. Auto: Vice City**  
**Grand Theft Auto 3**  
Grandia 2  
Grandia Xtreme  
Gravity Games  
Green Rogue  
GTA 3  
GTA: Vice City  
Guilty Gear X Plus  
Guilty Gear X2  
Gun Griffon Blaze  
Gundam: J. to Jaburo  
Gungrave

**H = 08**  
H30 Surfing  
Hack (Dot)  
Half Life  
Harry Potter  
Harry Potter C. of Secrets  
Harvest Moon: Homeland  
Haven: Call of the King  
Headhunter  
Herdy Gerdy  
Heroes of Might & Magic  
Hidden Invasion  
High Heat Baseball 2002  
High Heat Baseball 2003  
Hitman 2: Silent Assassin  
Hoodlum Havoc  
Hot Shots Golf 3  
HSX: Hypersonic Xtreme

**I = 09**  
Ico  
In Cold Blood  
Int. Super Soccer  
Int. Superstar Soccer 2  
Int. Track & Field  
Int. Winter Sports 2002  
ISS Pro Evolution  
J. McGrath's S'cross World  
J. Moseley's Mad Trix  
J. Bond: Agent Under Fire

Jade Cocoon 2  
Jak & Daxter  
James Bond: Nightfire  
Jedi Star Fighter  
Jekyll & Hyde  
Jikkyou World Soccer '00  
Jikkyou World Soccer '01  
Jojo's Bizarre Adventure 2  
Just Bring It  
**K = 11**  
Kelly Slater's Pro Surfer  
Kengo: M. of Bushido  
Kessen  
Kessen 2  
Kinetic  
King of Fighters 2000  
Kingdom Hearts  
King's Field: Ancient City  
Klonoa 2  
Knockout Kings 2001  
Knockout Kings 2002  
**L = 12**  
L. of Kain: Blood Omen 2  
L. of Kain: Soul Reaver 2  
Largo Winch  
Le Mans 24 Hours  
Legia: Duel Saga  
Legend of Black Kat  
Legends of Wrestling  
Legends of Wrestling 2  
Legion: Leg. of Excalibur  
Lego Drome Racers  
Lego Racers 2  
LMA Manager 2002  
**LMA Manager 2003**  
Loony Tunes Space Race  
Lord of Rings Two Towers  
Lord of Rings: Fel. of Ring  
Lotus Challenge

**M = 13**  
Madden NFL 2001  
Madden NFL 2002  
Madden NFL 2003  
Major Luge Baseball '02  
Major Luge Baseball '03  
Mark of Kri  
Marvel vs Capcom 2  
Mat Hoffman's Pro BMX 2  
Max Payne  
Maximo  
MDK2  
Medal of Honor Frontline  
Men In Black 2 Alien Esc.  
Metal Gear Solid 2  
Metal Gear Solid 2: Sub.  
Micro Machines  
Midnight Club  
Might & Magic  
Mike Tyson Boxing  
Minority Report  
Mobile Suit Gun: Z Front  
Mobile Suit Gun: Ev. Zeon  
Mobile Suit Gundam  
Monkey Island (Escape)  
Monster Jam Max. Destr.  
Monsters Inc.  
**M-Kombat: Deadly All.**  
Moto GP  
Moto GP 2  
Motor Mayhem  
MTV Music Generator 2  
Mummy Returns  
MX 2002  
MX Rider  
MX Superfly

**N = 14**  
Mystic Heroes  
Namco Museum  
NBA Hoopz  
NBA Live 2001  
NBA Live 2002  
NBA Live 2003  
NBA Street  
Need for Speed H.Purs. 2  
NFL 2K2  
NFL Blitz 2003  
NFL Primetime 2002  
NFL Q'back Club 2002  
NHL 2002  
NHL 2003  
NHL Hit 2002  
Nightfire  
No One Lives Forever  
**O = 15**  
Off Road Wide Open  
Okage: Shadow King  
Oni  
Onimusha 2  
Onimusha: Warlords  
OO7 Agent Under Fire  
OO7 Nightfire  
Operation Winback  
Operative (N.O.L.F.)  
Orphen  
**P = 16**  
Pac-Man World 2  
Parappa the Rapper 2  
Parasite Eve 2  
Penny-Dakar Rally  
Penny Racers  
Pirates: Leg. of Black Kat  
Player Manager 2002  
Polaroid Pete  
Police 24/7  
Pool Master: Q-Ball  
Portal Runner  
Powerpuff Girls  
Premier Manager 2002  
Prisoner of War  
Pro Evolution Soccer  
Pro Evolution Soccer 2  
Pro Rally 2002  
Project Eden  
Project Zero  
**Q = 17**  
Q-Ball: Billiards Master  
Quake 3 Revolution  
**R = 18**  
R. Carmichael's MX 2002  
Racer Revenge  
Raging Breath  
Ratchet and Clank  
Rayman 2  
Rayman 3  
Rayman M  
RC Revenge Pro  
Ready 2 Rumble 2  
Ready Robot Regiment  
Red Card Soccer 2003  
Red Faction  
Red Faction 2  
Reign Of Fire  
Res. Evil Gun Survivor 2  
**Res Evil: C. Veronica X**  
Return to C. Wolfenstein  
Ridge Racer 5  
Rise of the Akkadian  
Road Rage  
Robot Wars

**S = 19**  
Robotech: Battlecry  
Rocky  
Romance of 3 Kingdom 7  
Rumble Racing  
Rune: Viking Warlord  
S. Palmer's Snowboarder  
Scooby Doo: 100 Frights  
Scorpion King  
Seven Blades  
Shadow Hearts  
Shadow of Memories  
Shadow Of Zorro  
Shadowman 2  
Shinobi  
Shox  
**Silent Hill 2**  
Silent Scope  
Silent Scope 2  
Silent Scope 3  
Simpsons' Skateboarding  
Simpsons: Road Rage  
**Sims**  
Sky Odyssey  
Sled Storm  
Sly Cooper & Thievius R.  
Sly Raccoon  
Smackdown! 3: J. Bring It  
Smackdown! 4: Shut Y.M.  
Smash Court Tennis  
Smugglers Run  
Smugglers Run 2  
SOCOM: US Navy Seals  
Soldier of Fortune  
SOS: The Final Escape  
Soul Reaver 2  
Spiderman The Movie  
Splashdown  
Spy Hunter  
Spyro: Ent. the Dragonfly  
SSX - Snowboarding  
SSX Tricky  
Star Trek: Elite Force  
Star Wars Jedi Starfighter  
Star Wars: Bounty Hunter  
Star Wars: Racer Revenge  
Star Wars: Star Fighter  
State of Emergency  
Street Hoops  
Stuntman  
Summoner  
Summoner 2  
Sunny Garcia: Surfing  
Super Bust A Move  
Super Trucks  
Supercar St. Challenge  
Superman 5 of Apoklips  
Swing Away Golf  
**T = 20**  
Tarzan Freeride  
TD Overdrive  
Tekken 4  
Tekken Tag Tournament  
**Tencho 3**  
Terminator: Dawn of Fate  
Test Drive: Wide Open  
The Bouncer  
The Fellowship Of Ring  
**The Getaway**  
The Mummy Returns  
The Scorpion King  
The Simpsons Skateboard  
The Simpsons: Road Rage  
**The Sims**  
**The Thing**

**U = 21**  
The Two Towers  
Theme Park World  
This is Football 2002  
This is Football 2003  
Thunderhawk: Op.  
Tiger Woods Golf 2002  
Tiger Woods Golf 2003  
Time Crisis 2  
Time Splitters 2  
TOCA Race Driver  
Tokyo Extreme Racer  
Tom Clancy: Ghost Recon  
Tomb Raider 4  
Tony Hawk's 3  
Tony Hawk's 4  
Top Gun: Combat Zones  
Total Immersion Racing  
Transworld Surf  
Triple Play Baseball  
Turk: Evolution  
Twin Calibre  
Twisted Metal Black  
Ty the Tasmanian Tiger  
**UEFA Champion League**  
Ult. FChamp: Throwdown  
Unreal Tournament  
**V = 22**  
Vampire Apocalypse  
Vampire Night  
Vexx  
Vice City: G.T.A.  
Virtua Tennis 2  
Voyager Elite Force  
V-Rally 3  
**W = 23**  
Wacky Races  
Warriors of M & M  
Way of the Samurai  
Weakest Link  
Whirl Tour  
White Out  
Who Wants 2BA Million.2  
Wild Arms 3  
Wild Wild Racing  
Winback  
Wipeout Fusion  
World Rally Champ. 2 Ext.  
Worms Blast  
Wrath of Cortex  
Wrath of Heaven  
WRC: World Rally Champ  
Wreckless: Yakuza Miss.  
WWE Smackdown! J.B.I.  
WWE Smackdown! J.B.I.  
**X = 24**  
X-Men: Next Dimension  
X-Squad  
Xtreme G3  
**Y = 25**  
Yu-Gi-Oh! Duel Monst. 2  
**Z = 26**  
Zone of the Enders  
Zorro (Shadow Of)  
**0-9 = 27**  
007 Agent Under Fire  
007 Nightfire  
007 Dalmatians  
18 Wheeler  
2002 FIFA World Cup  
4x4 Evolution  
7 Blades  
**Plus Many More...**

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7 Blades  
**Plus Many More...**



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24hr Customer Service: (Freephone) 0800 081 6000



# Shortlist

Your definitive guide to every PlayStation 2 game out there.



So you've just bought a PS2 – now what? You'll be wanting the best games to play, that's what. The fastest racers, the most gruesome shooters, the hardest platformers and, if you're any type of decent human being, a copy of *Pro Evolution Soccer 2*. You'll also need to know a bit about the developers behind the games, our monthly genre-specific top fives, which games from the past we think deserve a second look, all the best bargains and what's top of the charts.

Welcome to ShortList, which not only does everything we've just listed but gives you mini-reviews and scores for every PS2 game on the market. You'll see which titles scooped our quality-assured Bronze, Silver and Gold awards, plus you can check when we ran a playable demo of a certain game. Oh, and be sure to bookmark [uk.playstation.com](http://uk.playstation.com) where we'll eventually be putting all of our reviews. □

## YOUR KEY TO SHORTLIST

**GOLD**  
Only for games that scored the elusive 10/10.

**SILVER**  
Awarded to games with a mighty 9/10.

**BRONZE**  
Given to games that scored an impressive 8/10.

**●DVD#16**  
Fancy trying a game out before you buy it? Here's the issue where we ran a playable demo.

## TOP 5

### RHYTHM ACTION



1. PARAPPA THE RAPPER 2

Top dog, top tunes and a healthy dose of noodles.

2. FREQUENCY

Psychedelic, interactive music lessons for the headz.

3. GITAROO MAN

Little man + little dog + axe = Hardest music game, ever.

4. BRITNEY'S DANCE BEAT

Beat off unashamedly as Britney shakes her thang.

5. REZ

To some, genius. To others, pretentious self-indulgence.

### AIR RANGER RESCUE HELICOPTER

Cheap 'n' cheerful chopper game, let down by short life span.  
REVIEWED OPS2#31/OVERALL 04

### AKIRA PSYCHOBALL

Oh, the Ignominy! Seminal manga flick inspires pinball fiasco.  
REVIEWED OPS2#25/OVERALL 03

### ALL-STAR BASEBALL 2002

Acclaim bag a stat-fuelled home run with this deep baseball sim.  
REVIEWED OPS2#07/OVERALL 07

### ALL-STAR BASEBALL 2003: FEATURING DEREK JETER

And another home run for All-Star – now with added Derek!  
REVIEWED OPS2#20/OVERALL 07

### ALONE IN THE DARK: THE NEW NIGHTMARE

The original survival horror game loses out to Resi in its comeback.  
REVIEWED OPS2#13/OVERALL 06

### ALPINE RACER 3

Truly execrable ski-'em-up. Not fit to clean SSX Tricky's snowboots.  
REVIEWED OPS2#28/OVERALL 03/●DVD#27

### ANTZ EXTREME RACING

Tightly scripted movie inspires lacklustre multiplayer racer. Why?  
REVIEWED OPS2#25/OVERALL 04

### APE ESCAPE 2

Cheeky monkeys, but is there enough variety for everyone?  
REVIEWED OPS2#29/OVERALL 07/●DVD#29/#32

### AQUA AQUA: WETRIX 2.0

Cute update of weather-obsessed N64 puzzler Wetrix.  
REVIEWED OPS2#01/OVERALL 07

### ARCTIC THUNDER

WipeOut meets a lo-fi Sled Storm; plays great, looks terrible.  
REVIEWED OPS2#14/OVERALL 07

### ARMORED CORE 2

Techy first-person shooter with giant Japanese mechs.  
REVIEWED OPS2#04/OVERALL 07

### ARMORED CORE 2: ANOTHER AGE

More of the same, but definitely better than its predecessors.  
REVIEWED OPS2#23/OVERALL 07

### ARMY MEN AIR ATTACK: BLADE'S REVENGE

Very diddy and very dull Army Men helicopter game. Avoid.  
REVIEWED OPS2#09/OVERALL 02

### ARMY MEN: GREEN ROGUE

On-rails AM shooter – and one of the worst games we've seen.  
REVIEWED OPS2#08/OVERALL 01

### ARMY MEN: RTS

Real-time strategy and Army Men together at last!  
REVIEWED OPS2#22/OVERALL 06/●DVD#23

### ARMY MEN: SARGE'S HEROES 2

Third-person action adventure – for Army Men obsessives only.  
REVIEWED OPS2#07/OVERALL 03

### ATLANTIS III: THE NEW WORLD

Tedious first-person adventure. Think Myst minus the fun. Exactly.  
REVIEWED OPS2#20/OVERALL 02

### ATV OFFROAD

Solid quad bike racer, well worth a look for its Four-player mode.  
REVIEWED OPS2#10/OVERALL 06

### ATV2: QUAD POWER RACING

Average quad bike racer with some innovative elements.  
REVIEWED OPS2#29/OVERALL 05/●DVD#30

### 4X4 EVOLUTION

Tazzing around in 4X4s should be more fun than this, surely?  
REVIEWED OPS2#06/OVERALL 05

### 4X4 EVO 2

Off-road racing action that's more than a little off course.  
REVIEWED OPS2#30/OVERALL 05

### 7 BLADES

Pacey ninja-flavoured adventure with oodles of chopsocky action.  
REVIEWED OPS2#05/OVERALL 06

### 18 WHEELER

Solid Sega truck racer, but 18 wheels aren't always better...  
REVIEWED OPS2#14/OVERALL 06

### 2002 FIFA WORLD CUP

New slant on the FIFA formula, but an own goal.  
REVIEWED OPS2#21/OVERALL 06/●DVD#22

### ACE COMBAT: DISTANT THUNDER

Namco's cult PSone combat flight sim now looking sweet on PS2.  
REVIEWED OPS2#17/OVERALL 07/●DVD#16

### AGE OF EMPIRES II: THE AGE OF KINGS

Beardy feudal real-time strategy title from the makers of [ssh] Xbox.  
REVIEWED OPS2#13/OVERALL 07

### AGGRESSIVE INLINE

Addictive Tony Hawk's clone that swaps skateboards for skates.  
REVIEWED OPS2#23/OVERALL 08/●DVD#24

### AIRBLADE

Tony Hawk's goes Back To The Future for this top hoverboard racer.  
REVIEWED OPS2#14/OVERALL 08/●DVD#14

### AUTO MODELLISTA

Slick, playable cel-shaded racer. Lack of online play lets it down.  
REVIEWED OPS2#28/OVERALL 07

### BALDUR'S GATE: DARK ALLIANCE

The respected PC-based action RPG comes to PS2 in superb form.  
REVIEWED OPS2#15/OVERALL 08/●DVD#14

### BARBARIAN

Forsooth, good Odin, 'tis a most bloody action adventure indeed...  
REVIEWED OPS2#23/OVERALL 06

### BASS STRIKE

Um, fishing on PlayStation 2? One for bass aficionados only.  
REVIEWED OPS2#15/OVERALL 04

### BATMAN VENGEANCE

Action adventure based on DC's 'dark deco' cartoon.  
REVIEWED OPS2#14/OVERALL 06

### BATTLE ENGINE AQUILA

Blowing things up in a big transformer. Big tank action.  
REVIEWED OPS2#29/OVERALL 07/●DVD#28

### BEN HUR

Chariot racing game that spits on Charlton Heston's grave.  
REVIEWED OPS2#32/OVERALL 03

### BIG MUTHA TRUCKERS

Trucking, trading and fighting in one game? Ten four.  
REVIEWED OPS2#29/OVERALL 05

### BLADE II

Third-person perspective action/adventure vampire movie tie-in.  
REVIEWED OPS2#27/OVERALL 05

### BLOOD OMEN 2

Arcade-tinged horror adventure for vampire lovers everywhere.  
REVIEWED OPS2#20/OVERALL 06

### BLOODY ROAR 3

Err, Tekken meets Thundercats? Fur files in this gory beat-'em-up.  
REVIEWED OPS2#09/OVERALL 06

### BMX XXX

Ladies' bits can do nothing to spice up this limp biking biscuit.  
REVIEWED OPS2#29/OVERALL 04

### BRITNEY'S DANCE BEAT

Ms Britney goes Bemani in this decent dance mat-compatible title.  
REVIEWED OPS2#22/OVERALL 06/●DVD#22

### BURNOUT

Hard as hell arcade-style racer, but so very, very rewarding.  
REVIEWED OPS2#13/OVERALL 08/●DVD#15

### BURNOUT 2: POINT OF IMPACT

Four-wheel skid frenzy that positively encourages dangerous driving.  
REVIEWED OPS2#26/OVERALL 08/●DVD#26

### BUTT-UGLY MARTIANS: ZOOM OR DOOM

A cartoon licence! Oh, it's another insipid racer. Who'd of thought?  
REVIEWED OPS2#28/OVERALL 03

### CAPCOM VS SNK 2

Sublime 2D beat-'em-up from two arcade masters of yore.  
REVIEWED OPS2#15/OVERALL 08

### CART FURY CHAMPIONSHIP RACING

Fun arcade-flavoured cart (as in US carts) racer, but a touch erratic.  
REVIEWED OPS2#10/OVERALL 06

### CASPER: SPIRIT DIMENSIONS

Kiddy-targeted cartoon platformer that sadly fails to impress.  
REVIEWED OPS2#20/OVERALL 04



# 2D FIGHTER FANS WILL LOVE THIS STREET FIGHTER-ON- SPEED SEQUEL

SEE GUILTY GEAR X2



- CASTLEWEEN**  
Short-lived spooky platformer that's aimed squarely at the nipers.  
**REVIEWED OPS2#28/OVERALL 04**
- CENTRE COURT: HARDHITTER**  
Cheap as chips, arcade-style tennis sim – but it's no Smash Court.  
**REVIEWED OPS2#17/OVERALL 04**
- CIRCUS MAXIMUS: CHARIOT WARS**  
Like Ben Hur? Like Gladiator? Like the idea of a chariot racer? Yes!  
**REVIEWED OPS2#23/OVERALL 06**
- CITY CRISIS**  
Helicopter adventure from Japan that's well worth a look.  
**REVIEWED OPS2#10/OVERALL 06**
- COLIN McRAE RALLY 3** **SILVER**  
The Scot hits PS2 with sublime handling and tasty visuals intact.  
**REVIEWED OPS2#27/OVERALL 09/0DVD#27**
- COMMANDOS 2: MEN OF COURAGE** **BRONZE**  
Excellent WWII real-time strategy, with sublime attention to detail.  
**REVIEWED OPS2#21/OVERALL 08**
- CONFLICT: DESERT STORM** **BRONZE**  
Third-person shooter with superb team-based dynamics.  
**REVIEWED OPS2#24/OVERALL 08/0DVD#24**
- CONFLICT ZONE**  
War-based real-time strategy in the style of Command & Conquer.  
**REVIEWED OPS2#20/OVERALL 06**
- CONTRA: SHATTERED SOLDIER**  
Arcade-style shoot-'em-up that doesn't keep up with the times.  
**REVIEWED OPS2#30/OVERALL 05**
- CRASH BANDICOOT: THE WRATH OF CORTOX**  
A change of developer for the unofficial PSone mascot.  
**REVIEWED OPS2#14/OVERALL 06/0DVD#17**
- CRASHED**  
Smash-'em-up auto action drives us to despair. Very average.  
**REVIEWED OPS2#26/OVERALL 05/0DVD#30**
- CRAZY TAXI** **BRONZE**  
Thrills aplenty in this visually glitchy but fun Dreamcast port.  
**REVIEWED OPS2#07/OVERALL 08**
- CRICKET 2002** **BRONZE**  
EA Sports gives the gentleman's game a gently addictive PS2 spin.  
**REVIEWED OPS2#15/OVERALL 08**
- DAKAR 2**  
Did this racer really need a sequel? Probably not.  
**REVIEWED OPS2#32/OVERALL 05/0DVD#32**
- DARK ANGEL**  
Painfully average TV spin-off action adventure.  
**REVIEWED OPS2#32/OVERALL 05**
- DARK CLOUD**  
RPG meets 3D real-time strategy in this enthralling Japanese title.  
**REVIEWED OPS2#11/OVERALL 07/0DVD#14**
- DARK SUMMIT**  
SSX meets The X Files in a novel but motley sports-adventure.  
**REVIEWED OPS2#19/OVERALL 05**
- DAVE MIRRA FREESTYLE BMX 2**  
Solid BMX sim with a suitably gnarly array of tricks and jumps.  
**REVIEWED OPS2#12/OVERALL 07**
- DAVID BECKHAM SOCCER**  
Mr Posh lends his name to a shoddy arcade-ish footy game.  
**REVIEWED OPS2#22/OVERALL 04**
- DEAD OR ALIVE 2**  
Blistering buxom 3D beat-'em-up with an emphasis on tactics.  
**REVIEWED OPS2#02/OVERALL 07/0DVD#06**
- DEFENDER**  
Eighties revamp that's all alien blasting and 3D flying.  
**REVIEWED OPS2#29/OVERALL 06**
- DEUS EX** **SILVER**  
Multi-genre hybrid that breaks new ground for the PS2 FPS.  
**REVIEWED OPS2#20/OVERALL 09**
- DEVIL MAY CRY** **SILVER**  
Ultra-cool survival horror romp from master arcadesters Capcom.  
**REVIEWED OPS2#14/OVERALL 09**

- DEVIL MAY CRY 2**  
Disappointing follow-up to the uber-cool action game.  
**REVIEWED OPS2#32/OVERALL 07**
- DINO STALKER**  
Enjoyable dino-obliterating lightgun actioner, laced with power-ups.  
**REVIEWED OPS2#24/OVERALL 07**
- DISNEY GOLF**  
Surprisingly sturdy waddle 'round the links with Donald and chums.  
**REVIEWED OPS2#31/OVERALL 06**
- DISNEY'S DINOSAUR**  
Dull platform adventure spin-off of a dull Disney movie.  
**REVIEWED OPS2#03/OVERALL 04**
- DISNEY'S DONALD DUCK PK**  
Disney's poultry offering falls foul of over-simplicity.  
**REVIEWED OPS2#30/OVERALL 03**
- DISNEY'S STITCH: EXPERIMENT 626**  
So-so collect-'n'-shoot-'em-up plagued with nasty camera issues.  
**REVIEWED OPS2#25/OVERALL 04/0DVD#25**
- DNA**  
Bloody manga-styled adventure with gene warfare at its heart.  
**REVIEWED OPS2#14/OVERALL 06**
- DONALD DUCK: QUACK ATTACK**  
Cartoon platformer aimed at the kids'. Pity the kids.  
**REVIEWED OPS2#04/OVERALL 04**
- DOWNFORCE**  
Surprisingly fun spin on F1 racing – think *Cart Fury*, but better.  
**REVIEWED OPS2#21/OVERALL 06/0DVD#24**
- DRAGONBALL Z: BUDOKAI**  
Alien fighters fight aliens in this entertaining cartoony treat.  
**REVIEWED OPS2#29/OVERALL 06**
- DRAGON'S LAIR**  
'Choose-a-path' adventure that should've stayed in the Eighties...  
**REVIEWED OPS2#03/OVERALL 02**
- DRAGON'S LAIR II: TIMEWARP**  
All the fun of the original *Dragon's Lair* (but a whole lot worse).  
**REVIEWED OPS2#03/OVERALL 01**
- DRAKAN: THE ANCIENTS' GATES**  
Medieval action adventure with added Lara clone appeal.  
**REVIEWED OPS2#18/OVERALL 07/0DVD#18**
- DRIVEN**  
Disappointing racing game from the disappointing Sly Stallone film.  
**REVIEWED OPS2#15/OVERALL 04/0DVD#13**
- DRIVING EMOTION TYPE-S**  
Distinctly unemotional racer from *Final Fantasy* people, Square.  
**REVIEWED OPS2#05/OVERALL 04**
- DR MUTO**  
A deeply playable platformer, but nothing really new...  
**REVIEWED OPS2#31/OVERALL 06/0DVD#31**
- DROPSHIP: UNITED PEACE FORCE** **BRONZE**  
Futuristic air/tank/jeep combat sim with gripping scenarios.  
**REVIEWED OPS2#16/OVERALL 08/0DVD#15**
- DYNASTY (WARRIORS) TACTICS** **BRONZE**  
Impressive turn-based strategy game. Smarter than its big brother.  
**REVIEWED OPS2#27/OVERALL 08**
- DYNASTY WARRIORS 2**  
Feudal brawler, mixing strategy, swordplay and, um, horse-riding.  
**REVIEWED OPS2#02/OVERALL 07/0DVD#03**
- DYNASTY WARRIORS 3** **BRONZE**  
KOEI improves its cult strategy brawler in every way. Do try this.  
**REVIEWED OPS2#19/OVERALL 08/0DVD#18**
- ECCO THE DOLPHIN: DEFENDER OF THE FUTURE** **BRONZE**  
New Age dolphin adventure that's a lot more fun than it sounds.  
**REVIEWED OPS2#16/OVERALL 08/0DVD#16**
- EGGO MANIA**  
Insipid *Tetris*-inspired puzzler that's not even a bad yolk. Sorry.  
**REVIEWED OPS2#25/OVERALL 04/0DVD#29**
- EJAY CLUBWORLD** **BRONZE**  
Know your deep house from your handbag? Then get mixing!  
**REVIEWED OPS2#24/OVERALL 08**

- ENDGAME**  
Tedious lightgun shooter – you're better off with *Time Crisis*.  
**REVIEWED OPS2#23/OVERALL 03**
- EOE: EVE OF EXTINCTION**  
Poor futuristic action adventure from the makers of *SmackDown!*  
**REVIEWED OPS2#20/OVERALL 05**
- EPHEMERAL FANTASIA**  
Somewhat bizarrely, a Bernini-style medieval RPG from Konami.  
**REVIEWED OPS2#10/OVERALL 07**
- ESCAPE FROM MONKEY ISLAND** **BRONZE**  
Witty, retro point-and-click adventure gets a well-deserved update.  
**REVIEWED OPS2#09/OVERALL 08**
- ESPN INTERNATIONAL TRACK & FIELD**  
Athletics sim that's graphically impressive but limited in gameplay.  
**REVIEWED OPS2#01/OVERALL 06**
- ESPN INTERNATIONAL WINTER SPORTS**  
Event-based winter sports sim. Stick with *SSX Tricky*.  
**REVIEWED OPS2#18/OVERALL 05**
- ESPN NATIONAL HOCKEY NIGHT**  
Playable ice hockey sim, but there are others better than this.  
**REVIEWED OPS2#05/OVERALL 06**
- ESPN NBA 2NIGHT**  
Dated now in gameplay and stats, this is for NBA completists only.  
**REVIEWED OPS2#05/OVERALL 06**
- ESPN NBA 2NIGHT 2002**  
Yet another reason to avoid Konami's ESPN NBA basketball series.  
**REVIEWED OPS2#22/OVERALL 05**
- ESPN WINTER X GAMES SNOWBOARDING**  
Fine snowboarding sim, ruined by a distinct lack of excitement.  
**REVIEWED OPS2#01/OVERALL 06**
- ESPN X GAMES SKATEBOARDING**  
Passable skate sim, marred by dodgy graphical glitches.  
**REVIEWED OPS2#13/OVERALL 05/0DVD#15**
- ESPN X GAMES SNOWBOARDING 2002**  
Second in the ESPN X Games series, but now going downhill fast.  
**REVIEWED OPS2#18/OVERALL 04**
- ETERNAL RING**  
Early rush-released Japanese RPG that's as painful as its title.  
**REVIEWED OPS2#05/OVERALL 03**
- EVERBLUE**  
Undersea diving adventure that sank straight to the bargain bins.  
**REVIEWED OPS2#22/OVERALL 03**
- EVERBLUE 2**  
Wishy-washy underwater adventure. Drown it.  
**REVIEWED OPS2#32/OVERALL 04**
- EVERGRACE**  
Another lacklustre RPG from the early days of PlayStation 2.  
**REVIEWED OPS2#06/OVERALL 02**
- EVIL TWIN**  
Adventure-flavoured platformer with a dark edge.  
**REVIEWED OPS2#17/OVERALL 05**
- EVOLUTION SKATEBOARDING**  
Not so much evolution as stagnation. A Hawk-beater this ain't.  
**REVIEWED OPS2#31/OVERALL 04/0DVD#33**
- EVOLUTION SNOWBOARDING**  
Woeful collision of snowboarding and beat-'em-up. Erk.  
**REVIEWED OPS2#31/OVERALL 02**
- EXTERMINATION**  
Alien-inspired horror adventure. Hardly original, but worth a try.  
**REVIEWED OPS2#08/OVERALL 07**
- EXTREME-G III** **BRONZE**  
WipeOut meets Tron to great effect in this testing future bike racer.  
**REVIEWED OPS2#11/OVERALL 08/0DVD#15**
- F1 2001**  
Solid and enjoyable F1 sim from EA Sports.  
**REVIEWED OPS2#13/OVERALL 07/0DVD#15**
- F1 2002**  
No mere retreat from EA Sports as F1 takes an arcade turn.  
**REVIEWED OPS2#22/OVERALL 07/0DVD#22**





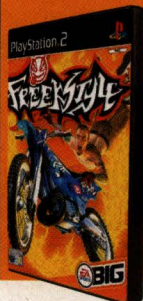
- F1 CHAMPIONSHIP SEASON 2000**  
Way too easy for the hardcore F1 fan.  
REVIEWED OPS2#03/OVERALL 06
- F1 RACING CHAMPIONSHIP**  
Laudable attention to detail, but a lot less fun than its rivals.  
REVIEWED OPS2#06/OVERALL 05
- FANTAVISION**  
Missile Command with fireworks (strange as that sounds).  
REVIEWED OPS2#01/OVERALL 07
- FERRARI F355 CHALLENGE**  
Good, if fiddly, driving sim featuring Ferrari's super sexy baby.  
REVIEWED OPS2#26/OVERALL 07/●DVD#26
- FIFA 2001**  
Premier League graphics, Third Division gameplay.  
REVIEWED OPS2#02/OVERALL 06
- FIFA 2002**  
Well reinvented but a definite goal down to Konami's Pro Evo.  
REVIEWED OPS2#14/OVERALL 07/●DVD#16
- FIFA 2003** BRONZE  
A welcome return to form from EA's once-dominant footy franchise.  
REVIEWED OPS2#27/OVERALL 08/●DVD#29
- FINAL FANTASY X** BRONZE  
From Square, the best-looking and most challenging RPG on PS2.  
REVIEWED OPS2#20/OVERALL 08/●DVD#20
- FIREBLADE**  
Alinwolf fans unite! A helicopter combat game for coin-op jockeys.  
REVIEWED OPS2#22/OVERALL 07/●DVD#23
- FISHERMAN'S CHALLENGE**  
Hook maggot, adjust line, sigh deeply. Catch bass.  
REVIEWED OPS2#32/OVERALL 04
- FORMULA ONE 2001** BRONZE  
Debut Formula One sim from WipeOut pioneers Studio Liverpool.  
REVIEWED OPS2#07/OVERALL 08/●DVD#09
- FORMULA ONE 2002** BRONZE  
Comprehensive spin on F1 racing, but not a huge leap from 2001.  
REVIEWED OPS2#27/OVERALL 08/●DVD#29
- FRANK HERBERT'S DUNE**  
Poor sci-fi action adventure for hardcore beards only.  
REVIEWED OPS2#20/OVERALL 03
- FREAK OUT**  
Gorgeous cartoon adventure from cult developer Treasure.  
REVIEWED OPS2#12/OVERALL 07
- FREESTYLE**  
SSX Tricky meets motocross in EA Sports BIG's arcade stunt racer.  
REVIEWED OPS2#23/OVERALL 06
- FREQUENCY** BRONZE  
Totally hypnotic rhythm action game for gamers and clubbers alike.  
REVIEWED OPS2#21/OVERALL 08/●DVD#21
- FROGGER: THE GREAT QUEST**  
Look, they've remade arcade classic Frogger in 3D! Idiots.  
REVIEWED OPS2#21/OVERALL 02
- FUR FIGHTERS** BRONZE  
Cute fluffy animals go homicidal in this killer first-person shooter.  
REVIEWED OPS2#08/OVERALL 08
- G1 JOCKEY**  
Horse racing comes to PS2 in this cult Japanese title.  
REVIEWED OPS2#20/OVERALL 05
- G-SURFERS**  
Shameless WipeOut clone, saved by a powerful global track editor.  
REVIEWED OPS2#13/OVERALL 07/●DVD#15
- GALERIANS: ASH**  
Repetitive and noisy Japanese spell caster.  
REVIEWED OPS2#32/OVERALL 03
- GAUNTLET: DARK LEGACY**  
Overly simple RPG that's a pale imitation of its coin-op ancestor.  
REVIEWED OPS2#08/OVERALL 05/●DVD#10
- GIANTS: CITIZEN KABUTO**  
Involving but simplistic port of the complex PC adventure/shooter.  
REVIEWED OPS2#15/OVERALL 06

**SECOND COMING**  
We resurrect a title from the gaming graveyard.



## FREESTYLE

Admittedly, the reason why this larger-than-life motocross zoomer only scored 6/10 back in OPS2#23 was due to its insane and ultimately frustrating difficulty level. By entering the code TRAKMEET and unlocking all the courses it's made far more enjoyable. God bless the man who invented cheating.



- GIFT**  
Inventive noir take on the 3D platformer.  
REVIEWED OPS2#10/OVERALL 06
- GITAROO MAN** BRONZE  
PaRappa meets Van Halen in this guitar-playing cartoon adventure.  
REVIEWED OPS2#21/OVERALL 08/●DVD#22
- GLOBAL TOURING CHALLENGE: AFRICA**  
Impressive TOCA clone that's only let down by its short tracks.  
REVIEWED OPS2#14/OVERALL 07/●DVD#15
- GODAI: ELEMENTAL FORCE**  
Tedious third-person martial arts beat-'em-up. 'Go die', indeed.  
REVIEWED OPS2#18/OVERALL 02/●DVD#18
- GO GO GOLF**  
The worst golf sim on PlayStation 2? We like to think so.  
REVIEWED OPS2#30/OVERALL 01
- GRADIUS III & IV**  
Cult arcade shooter gets an insensitively slow PS2 port.  
REVIEWED OPS2#01/OVERALL 02
- GRANDIA II**  
Likably huge but disturbingly ugly RPG game.  
REVIEWED OPS2#20/OVERALL 05
- GRAND PRIX CHALLENGE**  
Decent arcade racing fun but lacks attention to detail.  
REVIEWED OPS2#30/OVERALL 06/●DVD#31
- GRAND THEFT AUTO III** BRONZE  
Nothing else on the shelves is quite as sick or fun. Buy this now.  
REVIEWED OPS2#13/OVERALL 08
- GRAND THEFT AUTO: VICE CITY** GOLD  
Rampantly immoral, utterly essential and why you bought a PS2.  
REVIEWED OPS2#27/OVERALL 10
- GRAN TURISMO 3: A-SPEC** SILVER  
Fact! GT3 is the greatest driving game in the world. You need this.  
REVIEWED OPS2#09/OVERALL 09/●DVD#05
- GRAN TURISMO CONCEPT: 2002 TOKYO-GENEVA**  
Gran Turismo Lite. Buy this as an addition to, not instead of, GT3.  
REVIEWED OPS2#23/OVERALL 06
- GUILTY GEAR X** BRONZE  
The start of a new wave of ballistic next-gen 2D fighters.  
REVIEWED OPS2#16/OVERALL 08
- GUILTY GEAR X2** BRONZE  
2D fighter fans will love this street fighter-on-speed sequel.  
REVIEWED OPS2#32/OVERALL 08
- GUMBALL 3000**  
Unremittingly dire driving game centring on rich kid racers.  
REVIEWED OPS2#27/OVERALL 03
- GUNGRAVE**  
Manga-styled shooter with points awarded for stylish slaughter.  
REVIEWED OPS2#27/OVERALL 07
- GUN GRIFFON BLAZE**  
A chunky robo-shooter for hardcore mech/manga fans.  
REVIEWED OPS2#03/OVERALL 07
- HALF-LIFE** SILVER  
The superb PC FPS arrives on PS2 in majestic form.  
REVIEWED OPS2#14/OVERALL 09/●DVD#18
- HARRY POTTER AND THE CHAMBER OF SECRETS**  
Pre-pubescent wizardry fun in the halls of Hogwarts.  
REVIEWED OPS2#29/OVERALL 07
- HAVEN: CALL OF THE KING** BRONZE  
Genre-busting mix of action with an abundance of gameplay styles.  
REVIEWED OPS2#27/OVERALL 08/●DVD#27
- HEADHUNTER**  
Dirty Harry vs Metal Gear Solid in this futuristic stealth adventure.  
REVIEWED OPS2#16/OVERALL 07/●DVD#16
- HERDY GERDY** BRONZE  
Ultra-inventive and rewarding cartoon herding 3D adventure.  
REVIEWED OPS2#18/OVERALL 08/●DVD#18
- HEROES OF MIGHT AND MAGIC**  
Awful adventure that loses all its appeal in the port from PC.  
REVIEWED OPS2#08/OVERALL 03

- HIGH HEAT MAJOR LEAGUE BASEBALL 2003**  
Chunky, deep and enjoyable baseball game.  
REVIEWED OPS2#22/OVERALL 06
- HITMAN 2: SILENT ASSASSIN** SILVER  
Contract killing's the game. Stealth or six-shooter? It's your choice.  
REVIEWED OPS2#26/OVERALL 09/●DVD#26
- HOLOGRAM TIME TRAVELLER**  
The first - and hopefully the last - '0/10' score for a PS2 'game'.  
REVIEWED OPS2#03/OVERALL 00
- HOT WHEELS: VELOCITY X**  
Luke-warm racer that cashes in on a kiddie toy licence.  
REVIEWED OPS2#30/OVERALL 04
- ICO** SILVER  
Beautiful, inventive... Ico is an adventure unlike any other.  
REVIEWED OPS2#18/OVERALL 09/●DVD#19
- INTERNATIONAL LEAGUE SOCCER**  
Easily one of the worst footy sims ever to grace PS2.  
REVIEWED OPS2#10/OVERALL 02
- INTERNATIONAL SUPERSTAR SOCCER** BRONZE  
Good, but not the ISS of PSone fame - try Pro Evolution Soccer...  
REVIEWED OPS2#01/OVERALL 08/●DVD#01
- IRON ACES 2: BIRDS OF PREY**  
Weak flight sim in which you fly your way through aviation history.  
REVIEWED OPS2#18/OVERALL 04
- ISS 2**  
Enjoyable arcade footy game for those who like it 'chunky'.  
REVIEWED OPS2#20/OVERALL 07
- JADE COCOON 2**  
Pokémon-for-kidults RPG with a neat Japanese twist.  
REVIEWED OPS2#19/OVERALL 07
- JAK AND DAXTER: THE PRECURSOR LEGACY** SILVER  
Great free-roaming platformer from the makers of Crash.  
REVIEWED OPS2#15/OVERALL 09/●DVD#15
- JAMES BOND 007 IN... AGENT UNDER FIRE** BRONZE  
Thrilling first-person shooter with added driving levels.  
REVIEWED OPS2#15/OVERALL 08
- JAMES BOND 007: NIGHTFIRE**  
Technically impressive but slightly soulless outing for the suave spy.  
REVIEWED OPS2#28/OVERALL 07
- JEREMY McGRATH'S SUPERCROSS WORLD**  
Weak motocross game that lacks realism, thrills, speed, etc...  
REVIEWED OPS2#16/OVERALL 03
- JET ION GP**  
Almost surreally poor WipeOut clone. For masochists only.  
REVIEWED OPS2#21/OVERALL 01
- JET SKI RIDERS**  
Great water effects, race action and 'official' jet skis. Hmm.  
REVIEWED OPS2#15/OVERALL 06
- JONNY MOSELY MAD TRIX**  
Tony Hawk's-style tricks on skis. Offers nothing new.  
REVIEWED OPS2#18/OVERALL 04
- JURASSIC PARK: OPERATION GENESIS**  
Build and manage your own dino zoo.  
REVIEWED OPS2#32/OVERALL 07
- KELLY SLATER'S PRO SURFER**  
Passable, if uninspired surf fun. Oh, and Kelly's a bloke... he says.  
REVIEWED OPS2#26/OVERALL 06
- KENGO: MASTER OF BUSHIDO**  
Remember PSone ninja fighter Bushido Blade?  
REVIEWED OPS2#07/OVERALL 06
- KESSEN**  
3D real-time strategy set in feudal Japan. Gorgeous cut-scenes.  
REVIEWED OPS2#04/OVERALL 07
- KESSEN II**  
Everything gets a generous polish in this rewarding strategy sequel.  
REVIEWED OPS2#11/OVERALL 07
- KINGDOM HEARTS** BRONZE  
Disney partners with Square for the ultra-cute RPG crossover.  
REVIEWED OPS2#27/OVERALL 08



# GRAND THEFT AUTO MADE ON A SHOE- STRING BUDGET. BY SPIDER MONKEYS

SEE RUNABOUT 3: NEO AGE

- KING'S FIELD: THE ANCIENT CITY**  
Below standard RPG. Look, go buy *Final Fantasy X* instead.  
REVIEWED OPS2#23/OVERALL 03
- KLONOA 2: LUNATEA'S VEIL** BRONZE  
Cute cel-shaded platform adventure featuring the lovable 'rabbit'.  
REVIEWED OPS2#13/OVERALL 08/DOVD#13
- KNIGHT RIDER**  
Hasselhoff and car arrive on PS2, and are at least a decade late.  
REVIEWED OPS2#27/OVERALL 04
- KNOCKOUT KINGS 2001**  
A competent, if a touch sluggish, boxing sim from EA Sports.  
REVIEWED OPS2#05/OVERALL 06
- KNOCKOUT KINGS 2002**  
The latest EA Sports boxing sim (and way better than the last one).  
REVIEWED OPS2#19/OVERALL 07
- KURI KURI MIX**  
Ultra-cutesy co-operative platform puzzler for *Tetris* fans.  
REVIEWED OPS2#07/OVERALL 07
- LAKE MASTERS EX**  
Extremely dull fishing game. Stick to the chippy.  
REVIEWED OPS2#20/OVERALL 02
- LARGO WINCH: EMPIRE UNDER THREAT**  
Garlic-breathed 007 wannabee does text adventure.  
REVIEWED OPS2#32/OVERALL 04
- LEGAIA 2: DUEL SAGA**  
Japanese RPG with predictable, but not unapproachable, gameplay.  
REVIEWED OPS2#27/OVERALL 07
- LEGENDS OF WRESTLING**  
SmackDown! alternative that lacks modes and options.  
REVIEWED OPS2#17/OVERALL 05
- LEGENDS OF WRESTLING II**  
Nostalgic wrestling action that's not quite the Big Daddy.  
REVIEWED OPS2#30/OVERALL 06
- LEGION: LEGEND OF EXCALIBUR**  
Ropey batter 'n' bludgeon actioner, with RPG and strategy knobs on.  
REVIEWED OPS2#25/OVERALL 05
- LEGO DROME RACERS**  
Build Lego-racing cars, then race them on dull courses.  
REVIEWED OPS2#29/OVERALL 04
- LEGO FOOTBALL MANIA**  
Pre-pubescent soccer sim built from famed Danish bricks...  
REVIEWED OPS2#25/OVERALL 05
- LEGO ISLAND EXTREME STUNTS**  
Pleasantly ambitious *Tony Hawk/GTA* fusion aimed at youngsters.  
REVIEWED OPS2#31/OVERALL 05
- LEGO RACERS 2**  
Average block racer that could've been far more inventive.  
REVIEWED OPS2#14/OVERALL 05
- LE MANS 24 HOURS** BRONZE  
Fun and accessible day-long racer, with thrills by the bootload.  
REVIEWED OPS2#09/OVERALL 08/DOVD#10
- LETHAL SKIES**  
Aerial arcade gunnery that's a bitch to control. Try *Ace Combat*.  
REVIEWED OPS2#25/OVERALL 04
- LE TOUR DE FRANCE**  
Strategic cycling game that adds new twists to the racing genre.  
REVIEWED OPS2#23/OVERALL 06
- LMA MANAGER 2002** BRONZE  
Codemasters' extremely playable football management game.  
REVIEWED OPS2#20/OVERALL 08
- LMA MANAGER 2003**  
Stat-heavy management sim for lovers of sheepskin coats.  
REVIEWED OPS2#27/OVERALL 07
- LONDON RACER II**  
Twitchy, sluggish racer that's visually unworthy of PS2.  
REVIEWED OPS2#25/OVERALL 03
- LOTUS CHALLENGE**  
A Lotus fan's dream, but lacking the necessary raw speed.  
REVIEWED OPS2#14/OVERALL 05/DOVD#11

- MADDEN NFL 2001** BRONZE  
The long-time cult NFL sim touches down on PS2.  
REVIEWED OPS2#01/OVERALL 08
- MADDEN NFL 2002** SILVER  
Even better the second time out. 'Dear EA, why isn't FIFA as good?'  
REVIEWED OPS2#03/OVERALL 09
- MADDEN NFL 2003** BRONZE  
Padded-up gridiron goliath returns to PS2 in world-beating form.  
REVIEWED OPS2#26/OVERALL 08
- MAD MAESTRO!**  
Bizarre orchestral addition to the rhythm action Bemani family.  
REVIEWED OPS2#20/OVERALL 06
- MAGIX MUSIC MAKER**  
Music creation tool with loads of sounds and samples.  
REVIEWED OPS2#17/OVERALL 06
- MARVEL VS. CAPCOM 2: NEW AGE OF HEROES**  
More 2D scrapping from Capcom, with some showy spot effects.  
REVIEWED OPS2#27/OVERALL 07
- MASTER RALLYE**  
Rally racing that's been left in the dust by better competitors.  
REVIEWED OPS2#30/OVERALL 04
- MAT HOFFMAN'S PRO BMX 2**  
More pad-grabbing tricks and flicks from pedal guru Mr Hoffman.  
REVIEWED OPS2#25/OVERALL 07
- MAX PAYNE**  
Noirish third-person shooter, boasting *Matrix*-style Bullet Time.  
REVIEWED OPS2#18/OVERALL 07
- MAXIMO** BRONZE  
Superb 3D platform remake of *Ghost'n Goblins* from Capcom.  
REVIEWED OPS2#18/OVERALL 08/DOVD#18
- MDK2 ARMAGEDDON** BRONZE  
A third-person shooter that mixes sci-fi and humour to ace effect.  
REVIEWED OPS2#07/OVERALL 08
- MEDAL OF HONOR: FRONTLINE** SILVER  
War at its rawest in this brilliantly executed first-person shooter.  
REVIEWED OPS2#21/OVERALL 09/DOVD#21
- MEN IN BLACK II: ALIEN ESCAPE**  
Flawed and frustratingly vapid tie-in. Even worse than the movie.  
REVIEWED OPS2#24/OVERALL 04/DOVD#23
- METAL GEAR SOLID 2: SONS OF LIBERTY** GOLD  
A must-own, state-of-the-art Tactical Espionage stealth adventure.  
REVIEWED OPS2#17/OVERALL 07/DOVD#17
- METAL GEAR SOLID 2: SUBSTANCE**  
The original 'perfect 10' plus 400+ VR missions.  
REVIEWED OPS2#32/OVERALL 07
- MICRO MACHINES**  
Not a disaster but there's little here that PSone hasn't done better.  
REVIEWED OPS2#27/OVERALL 06/DOVD#26
- MIDNIGHT CLUB**  
Tazz around New York and London in this fun but simple racer.  
REVIEWED OPS2#01/OVERALL 04
- MIKE TYSON HEAVYWEIGHT BOXING**  
A decent, entertaining box-'em-up with an arcade lean.  
REVIEWED OPS2#21/OVERALL 07/DOVD#19
- MINORITY REPORT**  
Movie-based action without its short-arsed star.  
REVIEWED OPS2#29/OVERALL 05
- MOBILE SUIT GUNDAM: FEDERATION VS ZEON**  
Popular Jap mech franchise lacks variety but provides plenty of fun.  
REVIEWED OPS2#28/OVERALL 07/DOVD#32
- MODERNGROOVE: MINISTRY OF SOUND**  
Not a game but a lightsong generator with five full dance albums.  
REVIEWED OPS2#11/OVERALL 06
- MONOPOLY PARTY**  
Redundant videogame that's actually less fun than the boardgame.  
REVIEWED OPS2#31/OVERALL 02
- MONSTERS, INC**  
Simple *Crash*-style platformer based on the Disney/Pixar film.  
REVIEWED OPS2#17/OVERALL 04

- MORTAL KOMBAT: DEADLY ALLIANCE** BRONZE  
Brutal and bloody martial arts action with a stylish edge.  
REVIEWED OPS2#29/OVERALL 08/DOVD#30
- MOTO GP**  
Gran Turismo-like sim racer (but on two wheels) from Namco.  
REVIEWED OPS2#03/OVERALL 07/DOVD#04/08
- MOTO GP 2**  
Better/longer/faster/bigger than the first one but a tad repetitive.  
REVIEWED OPS2#17/OVERALL 07/DOVD#16
- MOTOR MAYHEM**  
Cool deathmatch-based vehicle blasting à la *Twisted Metal*.  
REVIEWED OPS2#13/OVERALL 05
- MR MOSKEETO**  
Brilliantly original and mildly addictive insect sim. Yes, insect sim.  
REVIEWED OPS2#20/OVERALL 06
- MTV MUSIC GENERATOR 2** SILVER  
Home DJ sample/mixer music maker. Like music? You need this.  
REVIEWED OPS2#08/OVERALL 09/DOVD#08
- MX 2002 FEATURING RICKY CARMICHAEL**  
Pleasingly chunky arcade-style motocross sim.  
REVIEWED OPS2#12/OVERALL 07/DOVD#13
- MX RIDER**  
Motocross/supercross sim that lacks the true grit of the sport.  
REVIEWED OPS2#13/OVERALL 06/DOVD#12
- MX SUPERFLY**  
Formidable trick-packed, mud-caked motocross simulation.  
REVIEWED OPS2#24/OVERALL 07/DOVD#28
- MYST III: EXILE**  
Wow, an interactive photo album! Now, slowly, start backing away.  
REVIEWED OPS2#28/OVERALL 03
- NBA HOOPZ**  
Arcade-styled hoops and tall people sim. Go for *NBA Street* instead.  
REVIEWED OPS2#06/OVERALL 06
- NBA LIVE 2001**  
Solid and playable, but surely out of date stats-wise by now.  
REVIEWED OPS2#05/OVERALL 06
- NBA LIVE 2002**  
An update of *NBA Live 2001*, but no improvements gameplay-wise.  
REVIEWED OPS2#15/OVERALL 06
- NBA LIVE 2003** BRONZE  
A truly accurate and innovative addition to the powerhouse series.  
REVIEWED OPS2#29/OVERALL 08/DOVD#30
- NBA STREET**  
Great looks, great to play, but doesn't last the full four quarters.  
REVIEWED OPS2#10/OVERALL 06/DOVD#13
- NEED FOR SPEED: HOT PURSUIT** BRONZE  
Combining hair-raising car chases with a scant regard for realism.  
REVIEWED OPS2#26/OVERALL 08
- NEXT GENERATION TENNIS**  
Next-gen tennis game with sloppy controls. Go for *Smash Court*.  
REVIEWED OPS2#23/OVERALL 04
- NFL QUARTERBACK CLUB 2002** BRONZE  
American football sim that almost rivals the mighty *Madden*.  
REVIEWED OPS2#13/OVERALL 08
- NHL 2001** BRONZE  
EA Sports' perennial ice hockey licence hits the mark.  
REVIEWED OPS2#02/OVERALL 08/DOVD#03
- NHL 2002** BRONZE  
The definitive ice hockey sim gets even better in 2002.  
REVIEWED OPS2#14/OVERALL 08
- NHL 2003**  
Chunky ice hockey action returns in this year's EA franchise update.  
REVIEWED OPS2#26/OVERALL 07
- NHL 2K3**  
Not the best icing on the *NHL* hockey cake.  
REVIEWED OPS2#32/OVERALL 07
- NHL HITZ 2002**  
Violent ice hockey game from the makers of *NFL Blitz*.  
REVIEWED OPS2#14/OVERALL 06





**NHL HITZ 2003**  
It's diddy teams but big bruises in this dirty version of ice hockey.  
**REVIEWED OPS2#26/OVERALL 06**

**NINJA ASSAULT**  
Slick and solid lightgun shooter. With ninjas. Nothing special, tho'.  
**REVIEWED OPS2#25/OVERALL 06/DVD#25**

**NO-ONE LIVES FOREVER**  
Quake goes Austin Powers in this spy-themed first-person shooter.  
**REVIEWED OPS2#19/OVERALL 07**

**NYR: NY RACE**  
Moderate futuristic city racer, based on *The Fifth Element*. Really.  
**REVIEWED OPS2#14/OVERALL 05**

**ONI**  
Enjoyable third-person sci-fi romp featuring future Lara, Konoko.  
**REVIEWED OPS2#05/OVERALL 07**

**ONIMUSHA 2: SAMURAI'S DESTINY** **SILVER**  
Adventure gaming refined to perfection. Capcom, we salute you!  
**REVIEWED OPS2#25/OVERALL 09**

**ONIMUSHA: WARLORDS** **BRONZE**  
Tactical but action-packed samurai survival horror adventure.  
**REVIEWED OPS2#09/OVERALL 08**

**OPERATION WINBACK**  
Enjoyable enough stealth adventure, but no *Metal Gear Solid*.  
**REVIEWED OPS2#07/OVERALL 06**

**ORPHEN**  
Surprisingly unimaginative, anime-inspired Japanese RPG.  
**REVIEWED OPS2#01/OVERALL 04**

**PAC-MAN WORLD 2**  
The voracious yellow blob gets a cute, uncomplicated platformer.  
**REVIEWED OPS2#31/OVERALL 05**

**PARAPPA THE RAPPER 2**  
Top rhythm action that's become a bit of a cult hit.  
**REVIEWED OPS2#17/OVERALL 07/DVD#17**

**PARIS-DAKAR RALLY**  
Multiple vehicles or not, this rally sim does little to inspire.  
**REVIEWED OPS2#13/OVERALL 05**

**PENNY RACERS**  
A half-baked and underfed *Gran Turismo*. Avoid.  
**REVIEWED OPS2#14/OVERALL 04**

**PETER PAN: RETURN TO NEVER LAND**  
Cartoon-based platformer that never grew up.  
**REVIEWED OPS2#19/OVERALL 02/DVD#21**

**PIRATES: THE LEGEND OF BLACK KAT**  
An action RPG with unique pirate battles, but little to treasure.  
**REVIEWED OPS2#19/OVERALL 03**

**POLAROID PETE**  
Certifiably insane side-scrolling cartoon photographer sim. Ahem.  
**REVIEWED OPS2#16/OVERALL 07**

**POLICE 24/7**  
Lightgun-esque cop shoot-'em-up that can utilise a Webcam.  
**REVIEWED OPS2#17/OVERALL 05**

**POOLMASTER**  
Realistic but dull pool sim. You're better off playing the real thing.  
**REVIEWED OPS2#02/OVERALL 05**

**PORTAL RUNNER**  
Army Men spin-off platformer starring a tired Lara wannabe.  
**REVIEWED OPS2#13/OVERALL 05/DVD#12**

**POWERPUFF GIRLS: RELISH RAMPAGE**  
Cute and cartoony alright, but lacks any gameplay depth.  
**REVIEWED OPS2#29/OVERALL 04**

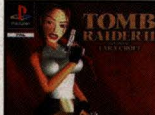
**PRIDE FC**  
Dirty, gritty no-holds-barred beat-'em-up.  
**REVIEWED OPS2#32/OVERALL 07/DVD#33**

**PRIMAL** **BRONZE**  
Deep, dark, huge fantasy adventure with one girl and her gargoyle.  
**REVIEWED OPS2#30/OVERALL 08/DVD#30**

**PRISONER OF WAR**  
Stealthy, tense WWII 3D adventure set in a prisoner of war camp.  
**REVIEWED OPS2#22/OVERALL 07**

## PSONE PLAYA

Original PlayStation show stoppers, still well worth a punt.



PlayStation

TOMB RAIDER II

Certain members of OPS2 have fond memories of wasting valuable revision time while stuck in Venice, the Tibetan Foothills and the Ice Palace with just Lara and a few tigers for company. In fact, *TRII* is one of the main reasons we remain excited about *The Angel Of Darkness*. If Core can repeat it with next-gen flare and equivalent man hours of action we might have to take three weeks off. Not the best way to pass Media Law mind...

**PRO EVOLUTION SOCCER** **SILVER**  
Update of PSONE's *ISS Pro Evolution*. The best PS2 footy game yet.  
**REVIEWED OPS2#14/OVERALL 09/DVD#16**

**PRO EVOLUTION SOCCER 2** **SILVER**  
Tweaked to perfection, the best footy game just got even better.  
**REVIEWED OPS2#27/OVERALL 09/DVD#29**

**PROJECT EDEN** **BRONZE**  
Complex FPS/adventure from the clever folk behind *Tomb Raider*.  
**REVIEWED OPS2#12/OVERALL 08/DVD#15**

**PROJECT ZERO** **BRONZE**  
Genuinely disturbing survival horror, dripping with menace.  
**REVIEWED OPS2#24/OVERALL 08/DVD#23**

**PRO RALLY 2002**  
Playable enough rally title, but no *Colin McRae* or *WRC*.  
**REVIEWED OPS2#21/OVERALL 05**

**PRYZM CHAPTER ONE: THE DARK UNICORN**  
If the name doesn't put you off, the abject RPG gameplay should.  
**REVIEWED OPS2#28/OVERALL 02**

**QUAKE III** **SILVER**  
Fast, smooth, violent... This first-person shooter is one of the best.  
**REVIEWED OPS2#06/OVERALL 09**

**RATCHET & CLANK** **SILVER**  
Sumptuous platformer. Quite simply, an absolute joy to explore.  
**REVIEWED OPS2#26/OVERALL 09/DVD#26**

**RALLY CHAMPIONSHIP**  
Fast-paced, playable rally racer with good use of 'Ghost' mode.  
**REVIEWED OPS2#22/OVERALL 07/DVD#20**

**RALLY FUSION: RACE OF CHAMPIONS**  
Solid rally package but outpaced by its big-name competitors.  
**REVIEWED OPS2#27/OVERALL 06**

**RAYMAN 3: HOODLUM HAVOC** **BRONZE**  
Surprisingly accomplished Gallic platformer.  
**REVIEWED OPS2#32/OVERALL 08/DVD#31**

**RAYMAN M**  
Inventive 'race' use of the *Rayman* licence.  
**REVIEWED OPS2#15/OVERALL 06/DVD#13**

**RAYMAN REVOLUTION** **BRONZE**  
Animation-quality graphics elevate this popular platformer.  
**REVIEWED OPS2#02/OVERALL 08**

**RC REVENGE PRO**  
An eminently avoidable kart racer.  
**REVIEWED OPS2#02/OVERALL 03**

**RC SPORTS COPTER CHALLENGE**  
Flying remote control helicopters can be fun. No, really, it can. Um.  
**REVIEWED OPS2#26/OVERALL 04**

**READY 2 RUMBLE: ROUND 2**  
Marvellous, arcade-based cartoon boxing title.  
**REVIEWED OPS2#01/OVERALL 07**

**REDCARD**  
Brutal arcade footy action where fists are as important as feet.  
**REVIEWED OPS2#21/OVERALL 06/DVD#21**

**RED FACTION** **BRONZE**  
Clever first-person shooter that melds *Metal Gear* with *Total Recall*.  
**REVIEWED OPS2#08/OVERALL 08**

**RED FACTION II** **BRONZE**  
More anti-authority action but this time it's set on Earth.  
**REVIEWED OPS2#27/OVERALL 08/DVD#26**

**REIGN OF FIRE**  
Apocalyptic shooter with dragon flying and buggy riding.  
**REVIEWED OPS2#28/OVERALL 07/DVD#27**

**RESIDENT EVIL CODE: VERONICA X** **SILVER**  
Curious about all this survival horror lark? Then play this classic.  
**REVIEWED OPS2#10/OVERALL 09**

**RESIDENT EVIL SURVIVOR 2 CODE: VERONICA**  
Poor lightgun spin-off from Capcom's survival horror series. Avoid.  
**REVIEWED OPS2#18/OVERALL 04**

**REZ** **SILVER**  
Sega's psychedelic gem boasts superb visuals and gameplay.  
**REVIEWED OPS2#16/OVERALL 09/DVD#17**

**RIDGE RACER V**  
PS2 update of the popular arcade racer.  
**REVIEWED OPS2#01/OVERALL 07**

**RIDING SPIRITS**  
Slightly flawed motorbike sim. GT3 on two wheels wannabe.  
**REVIEWED OPS2#26/OVERALL 07**

**RING OF RED** **BRONZE**  
Engaging mech strategy set in an alternative post-WWII world.  
**REVIEWED OPS2#07/OVERALL 08**

**ROBOTECH: BATTLECRY**  
US spin on the mech genre ends up rusting on the scrapheap.  
**REVIEWED OPS2#28/OVERALL 04**

**ROBOT WARLORDS**  
Poor and clunky mech shooter, outranked by its chunkier rivals.  
**REVIEWED OPS2#06/OVERALL 04**

**ROBOT WARS: ARENAS OF DESTRUCTION**  
Just think how good this TV spin-off could've been...  
**REVIEWED OPS2#14/OVERALL 05/DVD#17**

**ROCKET POWER: BEACH BANDITS**  
Shonky, teenage, extreme sports mystery. As good as it sounds.  
**REVIEWED OPS2#31/OVERALL 03**

**ROCKY** **BRONZE**  
Boxing sim, faithfully based on the Italian Stallion's career.  
**REVIEWED OPS2#27/OVERALL 08/DVD#29**

**RUGBY** **BRONZE**  
Surprisingly enjoyable take on the game from EA Sports.  
**REVIEWED OPS2#08/OVERALL 08/DVD#09**

**RUMBLE RACING** **BRONZE**  
Fast and furious arcade stunt racer. Think *SSX* but on four wheels.  
**REVIEWED OPS2#08/OVERALL 08**

**RUNABOUT 3 NEO AGE**  
GTA made on a shoestring budget. By spider monkeys.  
**REVIEWED OPS2#32/OVERALL 03**

**RUNE: VIKING WARLORD**  
Lacklustre Viking slash-'em-up, crying out for more blood and fire.  
**REVIEWED OPS2#11/OVERALL 04**

**RUN LIKE HELL**  
Silent Hill in space, and all the exciting bits locked in the airlock.  
**REVIEWED OPS2#28/OVERALL 05**

**SALT LAKE 2002**  
Winter Olympics game lacking in variety, fun and depth.  
**REVIEWED OPS2#17/OVERALL 05**

**SCOOPY-DOO! NIGHT OF 100 FRIGHTS**  
Family-orientated platform fun (and not as bad as that sounds).  
**REVIEWED OPS2#23/OVERALL 06**

**SEGA BASS FISHING DUEL**  
Light pipe, adjust stool, open flask. Catch fish.  
**REVIEWED OPS2#32/OVERALL 04**

**SEGA SOCCER SLAM**  
Irredeemable footy game with shocking frame rate. Boot it to row Z.  
**REVIEWED OPS2#28/OVERALL 02**

**SHADOW HEARTS**  
Extremely enjoyable RPG imported from Japan.  
**REVIEWED OPS2#19/OVERALL 07**

**SHADOW MAN: 2SECOND COMING**  
Gory action adventure with a horror comic book lean.  
**REVIEWED OPS2#18/OVERALL 07**

**SHADOW OF MEMORIES** **BRONZE**  
Intelligent, filmic adventure from Konami with a serpentine plot.  
**REVIEWED OPS2#05/OVERALL 08**

**SHAUN PALMER'S PRO SNOWBOARDER**  
Good, but lacks the speed to recreate the thrills of the real thing.  
**REVIEWED OPS2#15/OVERALL 06/DVD#16**

**SHIFTERS**  
An intriguing RPG premise is throttled by inept execution. Avoid.  
**REVIEWED OPS2#25/OVERALL 03**

**SHOX**  
Flashy, rally-based racer which attempts to innovate.  
**REVIEWED OPS2#27/OVERALL 05**



IF THIS GAME WAS A  
TENNIS PLAYER, IT  
WOULD BE A BRITISH  
WOMAN. AWFUL

SEE WTA TOUR TENNIS

## database

Can't get hold of one of the games in ShortList?  
Something gone wrong? Need to check a release date?  
Here's the definitive list of game publishers in the UK.

**3DO** 01753 756700  
www.3doeurope.com  
3DO Europe,  
21-23 Mossop Street,  
London, SW3 2LY

**ACCLAIM** 0207 344 5000  
www.acclaim.com  
112-120 Brompton Road,  
Knightsbridge,  
London, SW3 1JJ

**ACTIVISION** 01753 756 100  
www.activision.com  
Parliament House,  
St Laurence Way, Slough,  
Berkshire, SL1 2BW

**BAM ENTERTAINMENT**  
01225 329298  
www.bam4fun.com  
3rd Floor, Upper Borough Court,  
Upper Borough Walls,  
Bath, BA1 1RG

**BBC MULTIMEDIA**  
0208 433 2000  
www.bbcmultimedia.com  
CG11, Woodlands, 80 Wood Lane,  
London, W12 0TT

**CAPCOM EUROSOFT**  
0208 846 2550  
www.capcom-europe.com  
9th Floor,  
26-28 Hammersmith Grove,  
London, W6 7HA

**CODEMASTERS**  
01926 814 132  
www.codemasters.com  
Stoneythorpe, Southam,  
Warwickshire, CV47 2DL

**EIDOS INTERACTIVE**  
0870 9000222  
www.eidos.co.uk  
1 Hatfield Road,  
Wimbledon, London, SW19 3RU

**ELECTRONIC ARTS**  
0870 243 2435  
www.ukea.com  
2000 Hillswood Drive,  
Chertsey, Surrey, KT16 0EU

**EMPIRE INTERACTIVE**  
0208 3439143  
www.empireinteractive.com  
The Spire, 677 High Road,  
North Finchley, N12 0DA

**INFOGAMES** 0208 222 9700  
www.infogames.co.uk  
Infogames UK,  
Landmark House,  
Hammersmith Bridge Road,  
London, W6 9EJ

**JVC INTERACTIVE** 0207 240 3121  
www.jvcmusic.co.uk  
44 Wellington Street,  
Covent Garden,  
London, WC2E 7RH

**KONAMI** 0208 582 5573  
www.konami-europe.com  
7/9 The Oaks, Ruislip,  
Middlesex, HA4 7LF

**LEGO** 01753 495 453  
www.lego.com  
33 Bath Road, Slough,  
Berkshire, SL1 3UF

**MICROIDS** 01908 223377  
www.microids.com  
Windrush Barn,  
Stantonbury Park Offices,  
Great Linford,  
Milton Keynes, MK14 5AT

**MIDAS INTERACTIVE**  
01279 858 000  
www.midasinteractive.com  
Unit 14, Stansted Business Centre,  
Start Hill, Bishops Cleeve,  
Hertfordshire, CM22 7DG

**MIDWAY** 0207 938 4488  
www.midway.com  
Macmillan House,  
96 Kensington High Street,  
London, W8 4SG

**ROCKSTAR GAMES**  
0870 124 2222  
www.rockstargames.com  
Saxon House, 2-4 Victoria Street,  
Windsor, Berks, SL4 1BY

**SCEE/SONY** 08705 998877  
uk.playstation.com  
psukcustomer\_service@scee.net

**SCI** 0207 585 3308  
www.sci.co.uk  
Unit 11, Ivory House,  
Plantation Wharf, York Road,  
London, SW11 3TN

**TAKE 2** 0870 124 2222  
www.take2games.co.uk  
Saxon House, 2-4 Victoria Street,  
Windsor, Berks, SL4 1BY

**THQ** 02380 619125  
www.thq.com  
Dukes Court, Duke Street,  
Woking, Surrey, GU21 5BH

**UBI SOFT**  
01932 838230  
www.ubisoft.co.uk  
Chantry Court, Minorca Road,  
Weybridge, Surrey, KT13 8DU

**VIRGIN INTERACTIVE**  
0207 551 0000  
www.vie.co.uk  
74A Charlotte Street,  
London, W1P 1LR

**VIVENDI UNIVERSAL**  
0118 920 9100  
www.vivendi-universal-  
interactive.co.uk  
2 Beacontree Plaza,  
Gillet Way, Reading, RG2 8S

## SO WHO THE HELL IS... ? #8: POLYPHONY DIGITAL

Meet the developers: the shadowy creative  
masterminds behind the games you play.

LOGO	SELECTED SOFTOGRAPHY ■ 1998: Omega Boost (PSone) ■ 1998: Gran Turismo (PSone) ■ 2000: Gran Turismo 2 (PSone) ■ 2001: GT3: A-spec (PS2) (reviewed OPS2#09, 9/10) ■ 2002: GT Concept: 2002 Tokyo-Geneva (PS2) (reviewed OPS2#23, 6/10)
FOUNDED 1998	
ADDRESS 7-1-1, AKASAKA, MINATO-KU, TOKYO, 107 JAPAN	WORKING ON: If we're to believe the small talk, GT4 is about two-thirds complete. This is one of the biggest titles of the year for SCE so the whole team will be devoted to the one project.
WEB SITE www.polyphony.co.jp	

### SHREK SUPER PARTY

Colourful platform romp for the under nines.

REVIEWED OPS2#31/OVERALL 04

### SILENT HILL 2

BRONZE

One of the most atmospheric and frightening adventures on PS2.

REVIEWED OPS2#13/OVERALL 08/DOVD#14/#32

### SILENT HILL 2: DIRECTOR'S CUT

BRONZE

A new scenario extends this classic fright-a-thon's life span.

REVIEWED OPS2#31/OVERALL 08

### SILENT SCOPE

BRONZE

Slick shooting gallery-style game where you pick off the bad guys.

REVIEWED OPS2#01/OVERALL 08

### SILENT SCOPE 2

Konami's sniper sim gets an update, but usurped by Time Crisis 2.

REVIEWED OPS2#14/OVERALL 07/DOVD#13

### SILENT SCOPE 3

The arcade favourite hits PS2 again, but is starting to show its age.

REVIEWED OPS2#30/OVERALL 05

### SILPHEED: THE LOST PLANET

Tedious top-down shooter. Get R-Type on PSone instead.

REVIEWED OPS2#03/OVERALL 03

### SIR ALEX FERGUSON'S PLAYER MANAGER 2002

Solid footy management sim featuring the cheery United supremo.

REVIEWED OPS2#12/OVERALL 06

### SKY ODYSSEY

BRONZE

Gentle but addictive mission-based flight sim.

REVIEWED OPS2#06/OVERALL 08/DOVD#07

### SKY SURFER

Jump out of a plane and surf the skies on a board (but badly).

REVIEWED OPS2#04/OVERALL 03

### SLAM TENNIS

Slick tennis sim that breaks the Sega/Namco stranglehold.

REVIEWED OPS2#23/OVERALL 07

### SLED STORM

BRONZE

A motorised version of SSX Tricky and a fine arcade racing title.

REVIEWED OPS2#20/OVERALL 08

### SLY RACCOON

Great-looking platform fun, but lacks originality.

REVIEWED OPS2#29/OVERALL 07/DOVD#30

### SMASH COURT TENNIS: PRO TOURNAMENT

BRONZE

PS2 tennis at its very best. Plays almost flawlessly - and looks ace!

REVIEWED OPS2#21/OVERALL 08/DOVD#21

### SMUGGLER'S RUN

Drive like the wind with a trunkload of illegal booty.

REVIEWED OPS2#01/OVERALL 07

### SMUGGLER'S RUN 2: HOSTILE TERRITORIES

Rockstar's frantic mission-based racer gets a solid makeover.

REVIEWED OPS2#15/OVERALL 07

### SOLDIER OF FORTUNE: GOLD EDITION

The gore-heavy first-person shooter suffers a poor port from PC.

REVIEWED OPS2#22/OVERALL 05

### SOS: THE FINAL ESCAPE

An earthquake survival adventure that's refreshingly different.

REVIEWED OPS2#30/OVERALL 07

### SOUL REAVER 2

Soul-sucking fantasy adventure for goth gamers everywhere.

REVIEWED OPS2#14/OVERALL 07/DOVD#12/#17

### SPACE ACE

Absolutely horrendous arcade port from 1947, or something.

REVIEWED OPS2#04/OVERALL 01

### SPACE CHANNEL 5 V1

A sci-fi rhythm action game from Sega with style by the bucketload.

REVIEWED OPS2#18/OVERALL 07

### SPACE RACE

Simple but fun cartoon kart racer featuring the Looney Toons gang.

REVIEWED OPS2#17/OVERALL 05/DOVD#20

### SPEED CHALLENGE: JACQUES VILLENEUVE'S RACING VISION

Futuristic racing that's both frustrating and dull.

REVIEWED OPS2#31/OVERALL 02

### SPIDER-MAN

Cool mission-based superhero adventure based on the movie.

REVIEWED OPS2#21/OVERALL 07

### SPLASHDOWN

Accessible Sea-Doo stunt racer with impressive water effects.

REVIEWED OPS2#14/OVERALL 07

### SPLINTER CELL

SILVER

Superior stealth action. Could even smoke out Snake.

REVIEWED OPS2#32/OVERALL 09

### SPYRO: ENTER THE DRAGONFLY

Platformer fails to move on. Not poor, but we can't recommend it.

REVIEWED OPS2#28/OVERALL 06

### SPY HUNTER

BRONZE

Like James Bond's gadget-laden cars? You'll love this action racer.

REVIEWED OPS2#12/OVERALL 08/DOVD#12

### SSX

SILVER

Addictive, neon-splattered, high-speed snowboard racer.

REVIEWED OPS2#01/OVERALL 09

### SSX TRICKY

SILVER

The semi-sequel to PS2's sleeper hit is now bigger and better.

REVIEWED OPS2#15/OVERALL 09

### STAR TREK VOYAGER: ELITE FORCE

What was a cool first-person shooter on PC loses its way on PS2.

REVIEWED OPS2#23/OVERALL 04

### STAR WARS: BOUNTY HUNTER

Solid 3D romp through the underbelly of the Star Wars universe.

REVIEWED OPS2#28/OVERALL 07

### STAR WARS: JEDI STARFIGHTER

BRONZE

Sequel to the LucasArts 3D shooter with a few new tricks.

REVIEWED OPS2#19/OVERALL 08/DOVD#21

### STAR WARS: RACER REVENGE

Diddy Darth goes podracing in this fast and furious space racer.

REVIEWED OPS2#19/OVERALL 07

### STAR WARS: STARFIGHTER

SILVER

Cool 3D Star Wars blaster with deep missions and furious action.

REVIEWED OPS2#06/OVERALL 09/DOVD#07

### STAR WARS: SUPER BOMBAD RACING

Banal cartoon Star Wars kart racer. Nice idea, though.

REVIEWED OPS2#08/OVERALL 05/DOVD#10

### STAR WARS: THE CLONE WARS

Film-inspired inter-stellar battler that's hot on Starfighter's heels.

REVIEWED OPS2#30/OVERALL 06

### STATE OF EMERGENCY

A full-blown riot sim from Grand Theft Auto publisher, Rockstar.

REVIEWED OPS2#19/OVERALL 07

### STREET FIGHTER EX3

Pyrotechnic 2D/3D beat-'em-up for the Capcom hardcore.

REVIEWED OPS2#03/OVERALL 06

### STREET HOOPS

Pedestrian street basketball title. Think NBA Street but worse.

REVIEWED OPS2#26/OVERALL 05

### STUNT GP

Practise car stunts with remote-controlled cars. Or not.

REVIEWED OPS2#14/OVERALL 03

### STUNTMAN

BRONZE

Car-flipping, bus-skidding, bike-crashing addictive movie mayhem.

REVIEWED OPS2#23/OVERALL 08/DOVD#23

### SUB REBELLION

Woefully sub-standard submarine title fails to make a splash.

REVIEWED OPS2#26/OVERALL 04

### SUMMONER

BRONZE

An RPG that's cool to watch with good action set-pieces.

REVIEWED OPS2#04/OVERALL 08

### SUMMONER 2

Less dazzling second time around but this huge RPG still satisfies.

REVIEWED OPS2#27/OVERALL 07/DOVD#26

### SUNNY GARCIA SURFING

Surfs up in this wave-riding sim. Not a patch on Kelly Slater though.

REVIEWED OPS2#19/OVERALL 03

## TOP 5 FILM GAMES



1. THE LORD OF THE RINGS: THE TWO TOWERS

Looks the bomb, with film-inspired swords 'n' sorcery.

2. THE THING

Who can you trust? Us. This is top survival horror.

3. SCOOPY-DOO! NIGHT OF 100 FRIGHTS

Scooby proves he's more than just a cartoon hound.

4. MINORITY REPORT

State Of Emergency-inspired free-roaming fighting.

5. BLADE II

A whole league above Frank Herbert's Dune.





- SUPER BUST-A-MOVE**  
It's Bust-A-Move, but no extras; go for the cheaper PSone option.  
**REVIEWED OPS2#02/OVERALL 04**
- SUPERCAR STREET CHALLENGE**  
Race in cool customisable cars around sadly barren cities.  
**REVIEWED OPS2#14/OVERALL 04**
- SUPERMAN: SHADOW OF APOKOLIPS**  
Less than inspirational take on the Man Of Steel's adventures.  
**REVIEWED OPS2#27/OVERALL 05/●DVD#25**
- SUPER TRUCKS**  
Unique but unrewarding truck racing sim.  
**REVIEWED OPS2#20/OVERALL 04/●DVD#21**
- SURFING H30**  
Lacklustre surf sim that's wet in the wrong sense of the word.  
**REVIEWED OPS2#02/OVERALL 04**
- SVEN-GÖRAN ERIKSSON'S WORLD CHALLENGE**  
The worst football game ever? It could be. Play it and weep.  
**REVIEWED OPS2#23/OVERALL 01**
- SVEN-GÖRAN ERIKSSON'S WORLD MANAGER**  
Pedestrian football manager, namechecked by Ulrika's ex-beau.  
**REVIEWED OPS2#24/OVERALL 05**
- SWING AWAY GOLF**  
Cutesy golf sim with mucho slowdown.  
**REVIEWED OPS2#02/OVERALL 03**
- TARZAN FREERIDE**  
Based on the Disney film, this boarding game sim fails to impress.  
**REVIEWED OPS2#16/OVERALL 04/●DVD#14**
- TAZ WANTED**  
This humdrum platformer features Looney Toons 'hilarity'. Grimace.  
**REVIEWED OPS2#26/OVERALL 05**
- TD OVERDRIVE**  
Enjoyable but formulaic arcade racer.  
**REVIEWED OPS2#21/OVERALL 06**
- TEKKEN 4**  
A great but ambitious addition to the beat-'em-up series.  
**REVIEWED OPS2#25/OVERALL 07/●DVD#26**
- TEKKEN TAG TOURNAMENT** **BRONZE**  
Namco's hugely playable and graphically spectacular beat-'em-up.  
**REVIEWED OPS2#01/OVERALL 08/●DVD#02**
- TENCHU: WRATH OF HEAVEN** **BRONZE**  
Fine ninja-flavoured stealth-'em-up set in ye olde Japan.  
**REVIEWED OPS2#31/OVERALL 08/●DVD#32**
- TEST DRIVE: OFF-ROAD WIDE OPEN**  
A tidy off-road racer that delivers more than expected.  
**REVIEWED OPS2#14/OVERALL 06**
- TETRIS WORLDS**  
Addictive personalities beware! Tetris will take over your life.  
**REVIEWED OPS2#21/OVERALL 07**
- TG DARE DEVIL**  
Mission-based retro car race with lots of appeal.  
**REVIEWED OPS2#02/OVERALL 05**
- THE BOUNCER**  
Limited story-based beat-'em-up from Final Fantasy Tetas, Square.  
**REVIEWED OPS2#09/OVERALL 06**
- THE FLINTSTONES IN VIVA ROCK VEGAS**  
Stone Age karting action. Yabba dabba... Actually, don't. Ever.  
**REVIEWED OPS2#11/OVERALL 02**
- THE GETAWAY** **SILVER**  
Mockney mayhem that manages to live up to the hype. Geezer  
**REVIEWED OPS2#28/OVERALL 09/●DVD#28**
- THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING**  
Shabby literary adventure that lacks the showmanship of its rival.  
**REVIEWED OPS2#28/OVERALL 04**
- THE LORD OF THE RINGS: THE TWO TOWERS**  
EA's movie tie-in gives hack 'n' slash a next-gen makeover.  
**REVIEWED OPS2#27/OVERALL 08** **BRONZE**
- THE MARK OF KRI**  
Fantasy adventure with a big barbarian and his raven sidekick.  
**REVIEWED OPS2#31/OVERALL 07/●DVD#31**

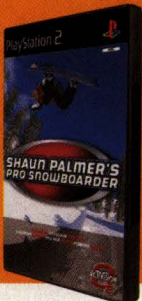
## SECOND COMING

We resurrect a title from the gaming graveyard.



## SHAUN PALMER'S PRO SNOWBOARDER

Like Tony Hawk's on snow. Except you're less likely to have heard of Shaun Palmer. We were harsh on it back in OPS2#15 (6/10) for not matching the speed of SSX Tricky. In retrospect its alpine antics are far from frosty and a polar mile better than Konami's more recent and thawed Evolution Snowboarding.



- THE MUMMY RETURNS**  
Action-adventure based on the by-the-numbers Hollywood romp.  
**REVIEWED OPS2#14/OVERALL 05**
- THE SCORPION KING: RISE OF AKKADIAN**  
Movie cash-in with few features - unless you fancy The Rock.  
**REVIEWED OPS2#27/OVERALL 04/●DVD#32**
- THE SHADOW OF ZORRO**  
Stealth-based adventure for die-hard fans of el Zorro only.  
**REVIEWED OPS2#18/OVERALL 03**
- THE SIMPSONS: ROAD RAGE**  
Shameless Crazy Taxi rip-off, but with Homer sat behind the wheel.  
**REVIEWED OPS2#15/OVERALL 06**
- THE SIMPSONS: SKATEBOARDING**  
Eat my shorts. Then go and buy Tony Hawk's 4.  
**REVIEWED OPS2#30/OVERALL 05**
- THE SIMS** **BRONZE**  
Life simulation. It's a godsend for comically-minded control freaks.  
**REVIEWED OPS2#30/OVERALL 08**
- THE SUM OF ALL FEARS**  
Repetitive gameplay dictates this squad-based shooter.  
**REVIEWED OPS2#27/OVERALL 05**
- THE TERMINATOR: DAWN OF FATE**  
Toe-curlingly inadequate film tie-in. Clunkier than Arnie rapping.  
**REVIEWED OPS2#26/OVERALL 04**
- THE THING** **SILVER**  
Top-class survival horror meets John Carpenter's ET nasty. Superb.  
**REVIEWED OPS2#25/OVERALL 09**
- THE WEAKEST LINK**  
Quiz show cash-in. Watch it on TV instead.  
**REVIEWED OPS2#12/OVERALL 04**
- THEME PARK WORLD**  
Take on the role of a theme park tycoon in this excellent God sim.  
**REVIEWED OPS2#03/OVERALL 07**
- THIS IS FOOTBALL 2002**  
A revamped and utterly playable addition to a revived series.  
**REVIEWED OPS2#12/OVERALL 07/●DVD#12**
- THIS IS FOOTBALL 2003**  
Respectable latest instalment in the fast-improving footy series.  
**REVIEWED OPS2#26/OVERALL 07/●DVD#25**
- THUNDERHAWK: OPERATION PHOENIX**  
Brave attempt to blend arcade and sim in this chopper blaster.  
**REVIEWED OPS2#12/OVERALL 07/●DVD#15**
- TIGER WOODS PGA TOUR 2001**  
Authentic but fun golf sim from the big cat himself.  
**REVIEWED OPS2#06/OVERALL 06**
- TIGER WOODS PGA TOUR 2002**  
Tiger's game is still the best, thanks to its analogue control system.  
**REVIEWED OPS2#19/OVERALL 07/●DVD#21**
- TIGER WOODS PGA TOUR 2003** **BRONZE**  
Gorgeous courses. Innovative controls. A great golf sim.  
**REVIEWED OPS2#28/OVERALL 08/●DVD#30**
- TIME CRISIS 2** **BRONZE**  
Namco's cool arcade lightgun game gets a graphical polish for PS2.  
**REVIEWED OPS2#13/OVERALL 08/●DVD#13**
- TIMESPLITTERS** **SILVER**  
Fun, fast and frantic first-person shooter - now out on Platinum.  
**REVIEWED OPS2#01/OVERALL 09**
- TIMESPLITTERS 2** **GOLD**  
As vital to PS2 as your central nervous system is to your brain.  
**REVIEWED OPS2#25/OVERALL 10/●DVD#25/●31**
- TOCA RACE DRIVER** **BRONZE**  
Ultra-realistic racer, bolstered by smart story line and great visuals.  
**REVIEWED OPS2#24/OVERALL 08/●DVD#24**
- TOKYO ROAD RACE**  
Simple isn't always best in the world of street racing sims.  
**REVIEWED OPS2#30/OVERALL 03**
- TOKYO XTREME RACER**  
Sedate and sadly 'xtremely' dull Gran Turismo clone.  
**REVIEWED OPS2#11/OVERALL 04**

- TOM CLANCY'S GHOST RECON**  
Engaging squad-based action from the holiday novel hack.  
**REVIEWED OPS2#28/OVERALL 07/●DVD#30**
- TONY HAWK'S PRO SKATER 3** **SILVER**  
Essential online-enabled skate sim that's almost perfect to play.  
**REVIEWED OPS2#15/OVERALL 09**
- TONY HAWK'S PRO SKATER 4** **SILVER**  
Another year, another essential title from the Hawkman.  
**REVIEWED OPS2#28/OVERALL 09**
- TOP ANGLER 2**  
The best fishing game on PS2. Which isn't saying much...  
**REVIEWED OPS2#20/OVERALL 05**
- TOP GUN**  
Below average flight sim with bonus archaic licence attached.  
**REVIEWED OPS2#14/OVERALL 04/●DVD#15**
- TOTAL IMMERSION RACING**  
Solid, if slightly unspectacular racer with aggressive AI.  
**REVIEWED OPS2#29/OVERALL 06**
- TRANSWORLD SURF**  
Limited surf sim with some nice wave physics.  
**REVIEWED OPS2#23/OVERALL 06**
- TREASURE PLANET**  
Treasure Island meets Disney in this nipper-friendly platform romp.  
**REVIEWED OPS2#27/OVERALL 06/●DVD#28**
- TUROK EVOLUTION**  
Dino-obliterating mayhem marred by dodgy AI and controls.  
**REVIEWED OPS2#25/OVERALL 06**
- TWIN CALIBER**  
The appearance of twin shooters fails to redeem this abject effort.  
**REVIEWED OPS2#26/OVERALL 03/●DVD#27**
- TWISTED METAL: BLACK** **BRONZE**  
Superb multiplayer car brawler set on a war-torn planet.  
**REVIEWED OPS2#12/OVERALL 08/●DVD#16**
- TY THE TASMANIAN TIGER**  
Disappointing Aussie platformer not fit to throw on the barbie.  
**REVIEWED OPS2#27/OVERALL 04/●DVD#27**
- UEFA CHALLENGE**  
Sadly, everything that could go wrong in a football game is here.  
**REVIEWED OPS2#10/OVERALL 02**
- UEFA CHAMPIONS LEAGUE SEASON 2001/2002**  
Solid gameplay and fluid animation but - sorry - no Pro Evo.  
**REVIEWED OPS2#16/OVERALL 07**
- UFC: THROWDOWN**  
No-holds-barred scuffling comes to PS2. Effective, but no classic.  
**REVIEWED OPS2#26/OVERALL 06**
- UNREAL TOURNAMENT** **BRONZE**  
A gory first-person shooter that's only now showing its age.  
**REVIEWED OPS2#04/OVERALL 08**
- VAMPIRE NIGHT**  
Demonic lightgun shoot-'em-up - think Time Crisis with vampires.  
**REVIEWED OPS2#19/OVERALL 06/●DVD#19**
- VEXX**  
Borderline boiler platform game that lacks essential Vexx appeal.  
**REVIEWED OPS2#32/OVERALL 06/●DVD#32**
- VICTORIOUS BOXERS**  
Story-based manga boxing title that sadly lacks the killer blow.  
**REVIEWED OPS2#11/OVERALL 04**
- VIRTUA COP: ELITE EDITION**  
Was once great, but only for antique hunters this time around.  
**REVIEWED OPS2#29/OVERALL 05**
- VIRTUA FIGHTER 4** **BRONZE**  
Complex yet fast-moving beat-'em-up that rewards the patient.  
**REVIEWED OPS2#19/OVERALL 08**
- VIRTUA TENNIS 2** **BRONZE**  
Almost indistinguishable from the DC version. But if ain't broke...  
**REVIEWED OPS2#28/OVERALL 08**
- V-RALLY 3** **BRONZE**  
Superb on PSone, the V-Rally brand speeds to PS2 with true style.  
**REVIEWED OPS2#22/OVERALL 08/●DVD#28**



# charts

Your monthly look at the league table of PS2 gaming popularity.

PlayStation 2			TOP 20 PS2 GAMES TO BUY	
OFFICIAL MAGAZINE-UK			For the week ending 13 March, 2003	
Position	Weeks on chart	Highest position	Game Name	Publisher
1	1	1	Tenchu: Wrath Of Heaven	ACTIVISION
2	17	1	Grand Theft Auto: Vice City	ROCKSTAR
3	13	1	The Getaway	SCEE
4	18	2	The Lord Of The Rings: The Two Towers	EA
5	20	1	FIFA 2003	EA SPORTS
6	15	5	James Bond 007: NightFire	EA
7	21	6	Gungrave	ACTIVISION
8	72	5	Crash Bandicoot: The Wrath Of Cortex (Platinum)	UNIVERSAL
9	15	1	Ratchet & Clank	SCEE
10	16	9	X-Men: Next Dimension	ACTIVISION
11	20	1	Pro Evolution Soccer 2	KONAMI
12	40	1	Medal Of Honor: Frontline	EA
13	14	5	The Simpsons: Skateboarding	EA
14	17	10	Dragonball Z: Budokai [re-entry]	INFOGRAMES
15	87	1	Gran Turismo 3: A-spec (Platinum)	SCEE
16	2	5	Timesplitters 2	EIDOS
17	8	10	Rayman 3	UBI SOFT
18	12	18	WRC II Extreme	SCEE
19	38	2	Hitman 2: Silent Assassin	EIDOS
20	12	5	The Sims	EA

\*OPS2 Charts in association with WHSmith

WHSmith

## Tenchu! Bless you

Straight in at the topus spotus **Tenchu: Wrath Of Heaven** offers all sorts of hide 'n' seekery spliced with a sharp bladed human smorgasbord. Tuck in!



## Vice two see you

Surely in the name of all that is good and holy you lot are bored of this by now? Evidently not, as GTA: Vice City's number two position confirms. It's quite a good game though we gather.



**GO TO:**  
uk-playstation.com

Send us your own charts by email on PS2@futurenet.co.uk, or by post to the usual address. Don't forget to check the site every Friday for a round-up of the week's new releases.

**WACKY RACES STARRING DASTARDLY AND MUTTLEY**  
Cel-shaded kart racer with all your fave cartoon characters.  
REVIEWED OPS2#09/OVERALL 06/DVD#09

**WALT DISNEY'S JUNGLE BOOK GROOVE PARTY**  
Fun Beatmania-style dance mat game with Disney appeal.  
REVIEWED OPS2#08/OVERALL 04

**WAR OF THE MONSTERS** **BRONZE**  
Monster-themed homage to Fifties B-movies.  
REVIEWED OPS2#32/OVERALL 08/DVD#31

**WARRIORS OF MIGHT AND MAGIC**  
Dreadful adventure/RPG hybrid that was unbelievably a hit on PC.  
REVIEWED OPS2#07/OVERALL 03/DVD#07

**WAY OF THE SAMURAI**  
Dismal, often tedious Bushido Blade wannabe. Utterly avoidable.  
REVIEWED OPS2#26/OVERALL 05

**WHO WANTS TO BE A MILLIONAIRE: 2ND EDITION**  
Scary animation of Tarrant and easy questions make for a dull game.  
REVIEWED OPS2#15/OVERALL 04

**WILD ARMS 3**  
FFX clone Wild West RPG adventure that's mostly 'armless'.  
REVIEWED OPS2#30/OVERALL 05

**WILD WILD RACING**  
Off-road buggy racing game that's okay for a spin or three.  
REVIEWED OPS2#01/OVERALL 06/DVD#01

**WIPEOUT FUSION** **SILVER**  
Get this! Cult future hoverjet racer and the best WipeOut yet.  
REVIEWED OPS2#16/OVERALL 09/DVD#14

**WOODY WOODPECKER: ESCAPE FROM BUZZ BUZZARD'S PARK**  
Dull cartoon platform adventure aimed at kids. Stop this evil!  
REVIEWED OPS2#17/OVERALL 03

**WORLD CHAMPIONSHIP SNOOKER 2002** **BRONZE**  
Detailed and incredibly playable snooker sim.  
REVIEWED OPS2#11/OVERALL 08/DVD#11

**WORLD DESTRUCTION LEAGUE: THUNDER TANKS**  
Fun arcade tank sim with an ace four-player Deathmatch mode.  
REVIEWED OPS2#05/OVERALL 07

**WORLD DESTRUCTION LEAGUE: WARJETZ**  
Poor plane-based future war game. Can we go now, please?  
REVIEWED OPS2#10/OVERALL 02

**WORLD RALLY CHAMPIONSHIP 2001** **SILVER**  
An immersive driving sim for novices and experts alike.  
REVIEWED OPS2#14/OVERALL 09/DVD#14

**WORMS BLAST** **BRONZE**  
Not your usual Worms game - think a stealthy Bust-A-Move instead.  
REVIEWED OPS2#19/OVERALL 08

**WRC II EXTREME** **SILVER**  
Evolution Studios steps up a gear with this truly realistic rally sim.  
REVIEWED OPS2#27/OVERALL 09/DVD#27

**WRECKLESS: THE YAKUZA MISSIONS**  
Hurtle around Hong Kong in this car-based action title.  
REVIEWED OPS2#27/OVERALL 07

**WTA TOUR TENNIS**  
If this game was a tennis player, it'd be a British woman. Awful.  
REVIEWED OPS2#26/OVERALL 04

**WWE SMACKDOWN! 'JUST BRING IT!'** **BRONZE**  
Fun and realistic representation of the full-on WWE experience.  
REVIEWED OPS2#13/OVERALL 08/DVD#14

**WWE SMACKDOWN! SHUT YOUR MOUTH** **BRONZE**  
Slick, supple wrestling title with commendable attention to detail.  
REVIEWED OPS2#26/OVERALL 08/DVD#26/#30

**X-MEN: NEXT DIMENSION**  
Another dimension to the X-Men? Nope, more beat-'em-up action.  
REVIEWED OPS2#29/OVERALL 05

**X-SQUAD**  
Team-based third-person shooter, superseded by Project Eden.  
REVIEWED OPS2#02/OVERALL 05

**ZONE OF THE ENDERS** **SILVER**  
Splendid mech shooter adventure from Metal Gear's Hideo Kojima.  
REVIEWED OPS2#06/OVERALL 09/DVD#06/#32

## 1 YEAR AGO

IMAGINE SPINNING FORWARD IN TIME THREE YEARS, THEN BACK SIX, THEN FORWARD TWO. HERE YOU'D BE.

- 1 Metal Gear Solid 2  
Man with hairy face smokes and hides.
- 2 Gran Turismo 3: A-Spec [Platinum]  
Indestructia-cars race for real (ish).
- 3 Grand Theft Auto III  
Kill random people. But ironically. Mmm.
- 4 Tekken Tag Tournament  
Really nice grass. Also features fighting.
- 5 State Of Emergency  
Kill random people. Not ironically. Uuk!

## OPS2 READER'S CHART

STEPHEN DAVID CURRENTLY ABODING IN LITTLE HAYWOOD STROKES HIS SEXIEST GAME LOVERS.

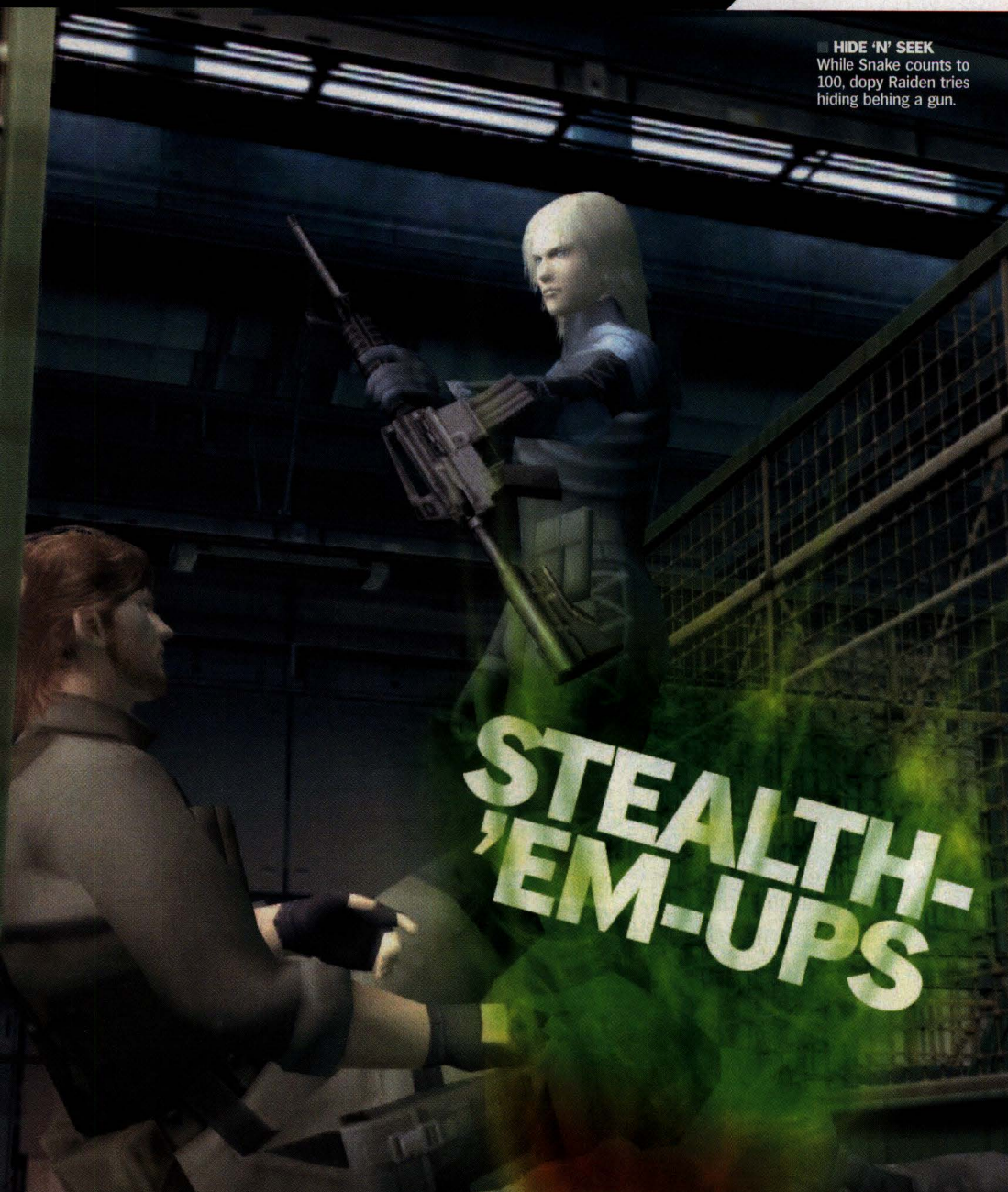
- 1 Britney's Dance Beat  
"It is wrong to watch? I think not."
- 2 Dead Or Alive 2  
"Buxomness gone knocker barmy."
- 3 Smash Court Tennis  
"Anna's skirts are small. I like."
- 4 GTA: Vice City  
"I visit the strip club. For hours."
- 5 Maximo  
"Cos dwarves are at their best in pants."

## TOP 5 US GAMES

IN THE US OF STATES, IN MARCH, THESE ARE THE GAMES RAKING IN THE DOLLAR DOLLAR BILLS YALL.

- 1 GTA: Vice City  
Car-jackers get some practice in.
- 2 Dragon Ball Z  
Presumably Dragon Ball Zee to them.
- 3 Madden NFL 2003  
Only in bloody America.
- 4 LOTR: The Two Towers  
Saves the yanks having to actually read.
- 5 James Bond 007: NightFire  
Usually an English accent = villain.





**HIDE 'N' SEEK**  
While Snake counts to 100, dopy Raiden tries hiding behind a gun.

**STEALTH-EM-UPS**

*Be ground, become wall. Hide so well you lose yourself. But which stealthier is bester?*

**X** Before *Metal Gear Solid*, videogames' most mainstream heroes were seemingly locked in an Eighties timewarp of Rambo-esque mentality whereby they were forced to don filthy headbands and steamroll headlong into enemy territory with all guns blazing (safe in the knowledge that they won't be flambéd by enemy fire as they've already signed up for the sequel!)

Now, we're not saying that *MGS* pioneered the stealth-'em-up style of gaming – a lot of quality games down the years have boasted some sneaking elements or similar – but it was the game that made stealth 'cool' as a gaming style. Ever since Kojima's espial epic, developers have acknowledged that the best form of attack is to creep away from confrontation and that it is far more satisfying for players to humiliate enemy

forces by stealing through the shadows leaving them totally oblivious to the fact that you were ever there, than it is to walk straight up to them and administer a barrel full of lead between the lips.

Many games have merely mimicked the style and creativity of *MGS*, paying homage rather than daring to go one step beyond... Until now. With the emergence of *Splinter Cell* last month, there is seemingly no bounds for the stealth-'em-up as new gadgets and evasive manoeuvres are included to give the player a wealth of different options to traverse the otherwise linear levels. With that game and the forthcoming *SOCOM* (in which you get to verbally determine the stealth levels of team-members) the popularity of this hide 'n' seek genre should soon creep to new, unseen levels. Anyway, here's the stealthiest and unhealthiest! ☐ RB



**BEFORE METAL GEAR SOLID**  
Coming through, loud and clear!



**AFTER METAL GEAR SOLID**  
What was that? Oh, nothing.

## ESSENTIAL STEALTHY

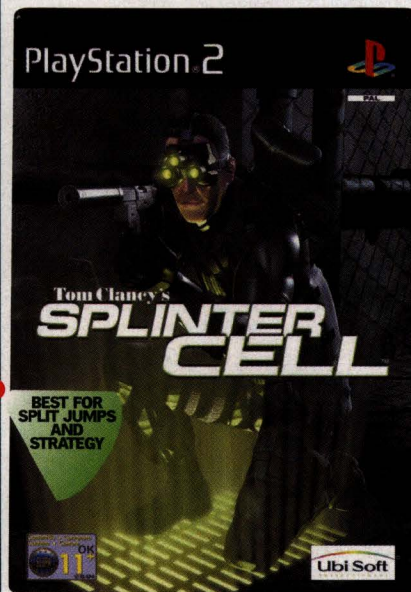


### Metal Gear Solid 2: Substance

KONAMI EUROPE/KONAMI JPN

What was initially the greatest game to grace PlayStation 2 has been bolstered with a new disc with extra missions (Kojima's reply to the criticism that there was too much story, not enough action in the original), VR training missions and DVD-style extras. Haven't got *MGS2*? Get this.

*"MGS2 virgins should buy this sharpish, others should question the price," OPS2#32*



### Splinter Cell

UBI SOFT/UBI SOFT

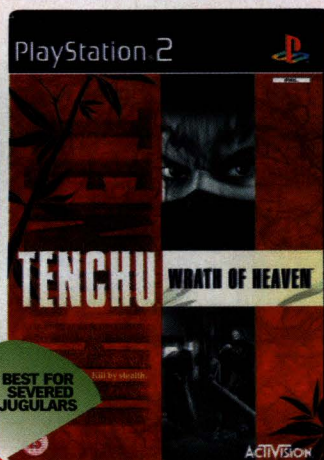
The ultimate evolution of stealth gameplay in which the slightest careless movement can result in cruel, cruel death. Patience, skill and ingenuity are rewarded with a beautifully involving gaming experience (despite the beard).

*"Tension, action, moves and gadgets make this one of the PS2's best," OPS2#32*



## EXCELLENT

### SILENT & VIOLENT

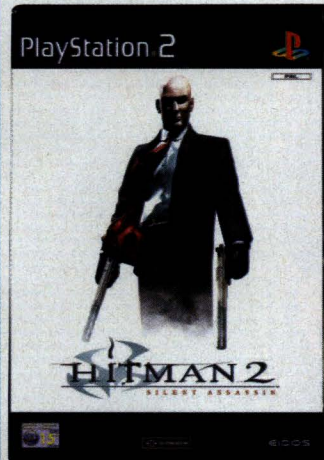


## Tenchu: Wrath Of Heaven

ACTIVISION/K2

Admittedly, much of the stark, gritty appeal of the PSone original has been lost, but K2's managed to build an impressive, PS2-powered temple around the original shell. New techniques, character-specific abilities and multiplayer aspects all help *Tenchu* come of age in this lavishly presented, immersing ninja romp.

"A great return to form for the classic series..." OPS2#31



## Hitman 2: Silent Assassin

EIDOS/IO INTERACTIVE

A more sadistic take on the genre sees you invisibly infiltrating heavily-populated buildings disguised as pizza boys and the like before eliminating designated 'targets' with cold-blooded cunning. Not as polished as SC, but bloody good!

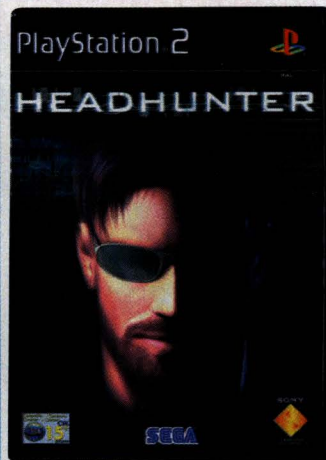
"Untroubled by sentiment, Hitman 2 is a stone-cold killer," OPS2#26

### Also...

Saddam-slapping team players can't 'dune' much better than **Conflict: Desert Storm** and for first-person hide and seek, check out the godly **Deus Ex**.

## GOOD

### NOISY



## Headhunter

SCEE/SEGA/AMUZE

This was originally Sega's counter strike to MGS, crafted to utilise the capabilities of its now defunct Dreamcast machine. Converted to PS2 a few cracks begin to show in its appearance and the overall feel of the game, but it does boast some fine set-piece moments and VR training missions that should make it something of a cult classic amongst the Snake-charmed hordes.

"Decent fun, but sadly not enough of it..." OPS2#16



## Prisoner Of War

CODEMASTERS/WIDE GAMES

Gamers old enough to remember *The Great Escape* on the Spectrum will have been delighted that daring Nazi foilment has finally been taken to the next level. But others will be marked by the restrictive cameras and lack of freedom...

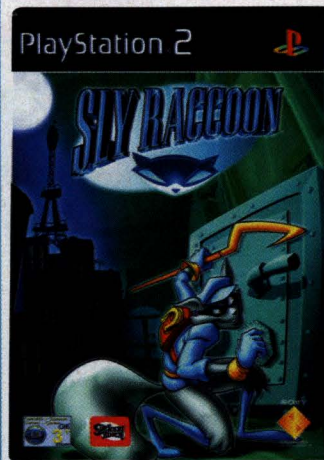
"Not quite the quiet revolution we'd hoped for..." OPS2#22

### Also...

Clutching at straws time, but **SOS: The Final Escape** has some creeping amongst the quaking and you don't catch the chimps in **Ape Escape 2** by being noisy!

## AVERAGE

### FOUND OUT



## Sly Raccoon

SCEE/SUCKER PUNCH

Embracing popular trends, not just of 'sneaky' gameplay but of cel-shaded, cartoon graphics too, *Sly Raccoon* (trimmed from its tongue-twisting US moniker - *Sly Cooper And The Thievius Raccoonus*) manages to combine classic platform must-haves with stylish, stealthy gameplay additions that cast a tongue-in-cheek glance at MGS2.

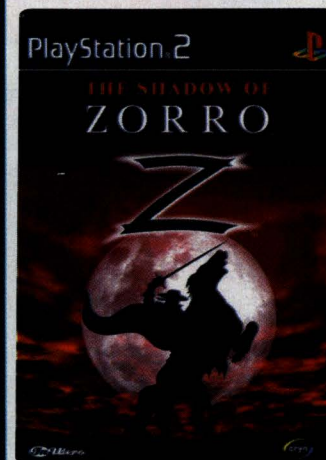
"Visually stunning, but all its best ideas are second-hand," OPS2#29

### Also...

Battered and beleaguered by the current wave of more technically accomplished stealth-em-ups is **Operation Winback**, which can now be found prowling the bargain bins for pittance.

## PISS POOR

### ALERT! ALERT!



## The Shadow Of Zorro

CRYO/IN UTERO

This cheaply-produced, stinging slash of a game becomes unmasked on so many counts it's hard to know where to start. Clunky, repetitive fighting. Progress-hampering camera work. Ill thought-out controls. It all conspires to make the hero take an untimely dive on his sword. Zzzz...

"Rendered virtually joyless by poor execution..." OPS2#18

### Also...

Testament to the huge success currently being enjoyed by the stealth-em-up genre, **Zorro** is the only stealth-based game to tumble over the trip-wires into the 'piss poor' category.

## PSONE ALTERNATIVES



## Syphon Filter

SCEE/989 STUDIOS

The title may sound like a handy implement that stops you getting a mouth full of five-star when nicking your neighbour's petrol, but SCE America's terrorist-thwarting action adventure proved to be a massive surprise. Emerging in the shadow of MGS, the game took a much more serious stance (ie, no boss-battles) and boasted stylish, determined, dagger-edge gaming that at times outclassed even the mighty Snake's!

## "DOESN'T SNAKE KNOW THAT SMOKING'S BAD FOR YOUR STEALTH?"

We challenged forum stalkers to name their favourite sneakers...

It's not looking good for **MGS2: Substance**! Not only are many forumites refusing to buy it purely because they've already got the original, but also because **Splinter Cell** is coming out tops in the great 'Versus' debates (and that's based on our demo alone!)

Upon2 summed up the general mood of gamers with: 'I am bored of MGS2 now and want a change of scenery. I'm sure Substance will be good but I want to try out a new stealth game because I like the look of all the different levels...'

Next month:  
Lost treasures. Email  
your favourites to  
ps2@futurenet.co.uk



# ON THE DVD

Other magazines let you watch, OPS2 lets you play.

Why not cut out these pages (or a photocopy of them) along the dotted line and slip them into your DVD case?

## YOUR DISC

Every issue, *Official PlayStation 2 Magazine* brings you something no other magazine can – playable demos. Offering exclusive levels, tracks and missions, our playable DVD allows you to try the very latest PS2 games before you buy, often weeks and even months before release. Why risk your hard-earned cash on a £40 game when you can try it out on our cover-mounted DVD? From *Gran Turismo 3* and *MGS2* to *TimeSplitters 2* and *Final Fantasy X*, we've always featured playable demos of the games that matter. Throw in top-quality video footage of the hits of the future and *Official PlayStation 2 Magazine's* playable DVD is the best bargain on the newsagent's shelves.

## TALK TO US

We want to know what you think of our cover DVD, and what you'd like to see on it in the future. Write to: OPS2 DVD, *Official PlayStation 2 Magazine*, Future Publishing, Bath BA1 2BW or email: PS2disc@futurenet.co.uk

## HOW TO USE THE DVD

To enjoy this DVD, load it up on your PS2, then scroll between games and rolling demos using the  $\downarrow$  and  $\uparrow$  buttons. To select within a section, use  $\leftarrow$  and  $\rightarrow$ . Press  $\odot$  to start your demo choice. You may have to reset your PS2 after some demos. If you experience any problems, press reset to reload the demo.

PLAYABLE  
PlayStation 2

**YOU SHINOBI SERIOUS?** A whole level of the fine arcade action game from Sega? Yes indeed. So spark up the DVD and sharpen those swordplay skills.

This is the second level from the game. You'll find yourself in an ornate park within Shinobi's twisted alternative Japan. Running forwards through the game will trigger the arrival of attackers who must be removed in order to open the portal through to the next combat area. The remaining number of foes in each zone is shown in the top-right of the screen.

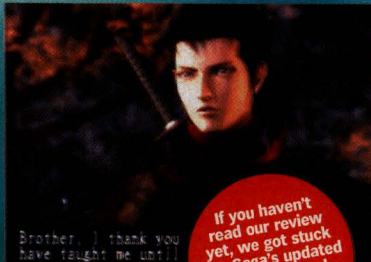
Use your shuriken throwing knives and 'smart bomb' attacks to dispatch a baying horde with a single pad-push. And don't forget to use your stealth dash – this will keep you out of trouble and will also prolong your jumps over the instant-death chasms.

## THE CONTROLS

D-pad	Choose Ninjitsu attack
L-stick	Movement
R-stick	Move camera
$\times$	Stealth dash
$\square$	Sword
$\triangle$	Shuriken
$\odot$	Jump
$\square$	Camera reset
$\triangle$	Ninjitsu special attack
$\odot$	Lock-on
$\square$	Select target
$\triangle$	Pause



PUBLISHER: SCEE  
GAME TYPE: ACTION  
ADVENTURE  
OUT: NOW  
PLAYERS: 1



Brother, I thank you  
have taught me until

If you haven't  
read our review  
yet, we got stuck  
into Sega's updated  
old-skool sword-  
swinger back on  
page 76.



## challenge

Can you Tate (pronounced 'Ta-tey') the first five squads of enemies? That is, kill them all before the attacker falls to the ground? Your reward is a cool cut-scene.

## tip

Pressing and holding  $\square$  will trigger a targeting system designed to keep your sights on the frustratingly evasive enemies.

## SWORD SWALLOWER

Swing iron around the head and bury deep in urgent flesh.



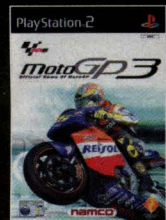




**PLAYABLE**  
PlayStation 2

## MotoGP3

Official Game Of MotoGP



PUBLISHER: SCEE  
GAME TYPE: RACING  
OUT: 25 APRIL  
PLAYERS: 1  
(FULL GAME 1-2)

**THE FULL-GAME** is littered with options, plus all the tracks and real-life riders of the official Moto GP sport. In this demo, however, you're treated to a teaser of the action to come, via a single two-lap race on the sunny Estoril track in... um... sunny Portugal.

The game itself is simple but you'll be amazed at how different MotoGP is compared Formula Oneing. You'll have to slow down violently in time for corners – choose your angle of entry into the bend, feather the throttle to maintain your line through it and select the exact moment to gun the gas and go for it like a loon down the straights.

And at the start of the demo you can choose just how different (ie, tough) you want things to be – you can select from three difficulty levels and choose whether you want crashes 'on' or 'off'. Do play with crashes 'on' – the sight of you sliding along on your ass into a wall at 100mph cannot be topped.

### THE CONTROLS

L-stick Movement  
R-stick Accelerate  
X Brake  
O Change view  
△ Pause



**tip**

The way to overtake is to stay on that throttle just a little longer than the bike in front. Then dive in for a sharper line, tap the gas to keep you from going wide, then hit it again when you come out the other side.



**SCREEN TEST** Try out MotoGP3 in a two lap race.

Want to know more? Take off your helmet, unzip your leathers and sit down with our MotoGP3 review over on page 90.

### challenges



#### SHINOBI

We want you to pelt through this level achieving completion within four short minutes. Go! Go! Go!



#### MOTO GP3

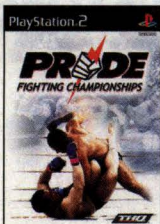
Finishing the race in first place is a little too tough, we feel. Given the limited race length (just two laps) we'll settle for a position in the top ten.



#### PRIDE FC

A victory through a submission (rather than a knockout) will impress us here. Get your opponent on the ground and twist his limbs until he cries like a baby.

**PLAYABLE**  
PlayStation 2



PUBLISHER: THQ  
GAME TYPE: BEAT-'EM-UP  
OUT: NOW  
PLAYERS: 1-2

## PRIDE

FIGHTING CHAMPIONSHIPS

**PRIDE IS THE** most violent sport in the world. Boxers are made to wear padded gloves so they don't hurt each other and wrestlers these days are more concerned with their make-up than breaking limbs. It's time for some real fighting.

As to whether you've heard of any of the four fighters featured in this demo, we don't know. However, when it comes to perfectly competent and very different beat-'em-ups, you've certainly got to sit up and take notice of Pride.

It plays like a combination of Tekken and Smackdown. Soften up your opponent with punches and kicks, then go for the grapple. Fights are more often won by diminishing that stamina bar (in blue) to zero rather than the more conventional depleting of the red strength bar.

Whittle away the stamina then go for a painful pin or submission in order to win. Have it!

### THE CONTROLS

D-pad Movement (tap for quick step)  
X Left kick  
O Left punch  
△ Right punch  
O + △ Right kick  
O + X Catch punch  
O + O Catch kick  
O + X Attempt a tackle or submission  
O + O Attempt a tackle or submission  
△ Quit game  
△ Pause



**JUST FOR KICKS** Once you're on the mat you're history.

**PLAYABLE**  
PlayStation 2



## EVOLUTION SKATEBOARDING

**SOME PEOPLE PREFER** the long-established real-life antics of The Hawkster. Others may prefer the slightly more videogame-related fun of Evolution Skateboarding. After all, painfully clanging your spades on a real-life railing is no fun, so why not make the proceedings a little more arcadey and a little more enjoyable?

There's a big heap of objectives to complete in this huge demo. Once you've picked your skater (from a choice of two) you're free to annoy the residents of our inner-city skate area. Keep an eye out for collectables and pick-ups scattered around – if you can see them, you can grab 'em.

There are plenty of secrets to discover, too – the rule is that if it's flat and smooth and you can ollie up onto it, then it's grindable. Doing so will lead you to otherwise off-limits trick zones. Have fun.

**BOARD STUPID** Explore the city in our exclusive demo.



PUBLISHER: ACCLAIM  
GAME TYPE: SPORTS  
OUT: NOW  
PLAYERS: 1

### THE CONTROLS

L-stick Movement  
X Ollie  
O Flip  
△ Grind (hold button)  
O Grab  
O + X Spin  
△ Pause



**tip**

Stay out of trouble and know your fighter's limitations. Wrestlers are much more effective on the mat, while a kick-boxer is much better if he can stay on his feet.

**tip**

If you see a sign saying 'Grind' on any flat surface, you've got to perform a grind past this point. Doing so will invariably open up an otherwise inaccessible area.



#### EVOLUTION SKATEBOARDING

Can you complete every single one of the objectives given to you at the start of the level? You're going to have to be quick.

#### WRC II EXTREME

This intensely tricky timed challenge demo may enable you to win a car (see page 133). So, completing it faster than the target time (and earning the right to enter) is enough of a victory. Go for it!

#### EVEN MORE DEMO TREATS OVER THE PAGE





# A Special Edition from the makers of PlayStation®2

OFFICIAL MAGAZINE-UK

## 13 BLOCKBUSTER PLAYABLE DEMOS!

★ Splinter Cell ★ The Getaway ★ Metal Gear Solid 2 ★ Medal Of Honor: Frontline ★ Stuntman  
★ Mortal Kombat: Deadly Alliance ★ Star Wars: Jedi Starfighter ★ Final Fantasy X ★ Primal  
★ WWE SmackDown! Shut Your Mouth ★ Rocky ★ Red Faction II ★ Hitman 2: Silent Assassin

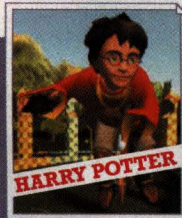
PlayStation®2  
SPECIAL EDITION

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THE LORD  
OF THE RINGS



STAR WARS

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- ★ Wizard Wars: It's The Lord Of The Rings vs Harry Potter!
- ★ All the latest info on Star Wars Galaxies, Driver 3, Resident Evil Network, Hulk & tons more!

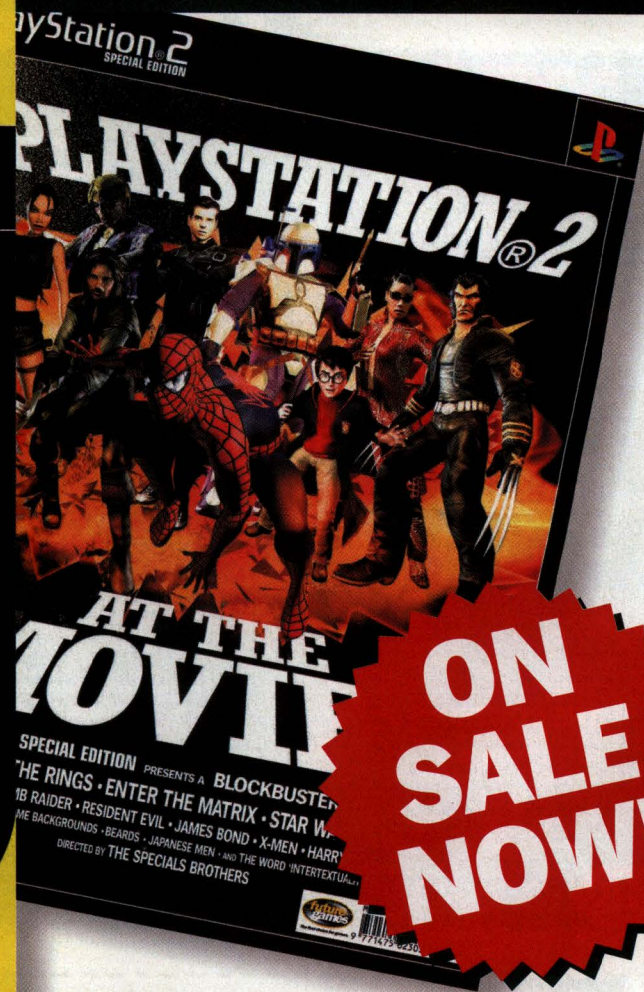


**13**  
SMASH HIT  
PLAYABLE  
DEMOS!

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Play 13 action-packed demos:

- |                                       |                                  |
|---------------------------------------|----------------------------------|
| ★ Splinter Cell                       | ★ Mortal Kombat: Deadly Alliance |
| ★ The Getaway                         | ★ WWE SmackDown! Shut Your Mouth |
| ★ Primal                              | ★ Hitman 2: Silent Assassin      |
| ★ Metal Gear Solid 2: Sons Of Liberty | ★ Red Faction II                 |
| ★ Medal Of Honor: Frontline           | ★ Final Fantasy X                |
| ★ Star Wars: Jedi Starfighter         | ★ Rocky                          |
| ★ Stuntman                            |                                  |





## WRC EXTREME

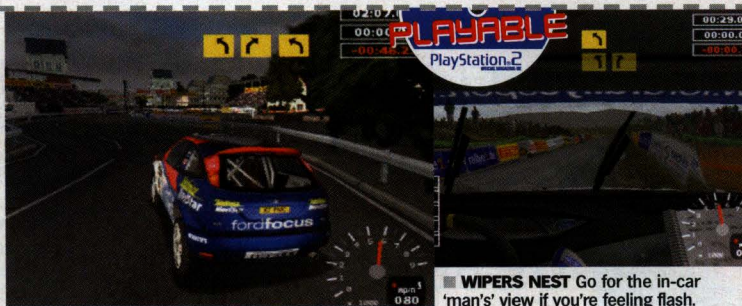
**YES, PLAY THIS DEMO** and you might actually end up winning the car below. The demo features a vast 16 stages to race on – but you're going to have to be good if you want to earn access to them.

Germany is the only selectable option from the start. In each race a time in green counts down. This is the time to the next checkpoint. If this changes to red then you're behind the time set by the winning run you're trying to beat. But better this time and you'll be allowed onto the next track. In the full version of the game, you'll be free to practise these levels at your leisure.

Finish the four races on offer in Germany in less than the target time (which takes some beating) and you'll be given a pass code which you can enter on the [www.wrc2extreme.com](http://www.wrc2extreme.com) Web site. Make sure you save your game to Memory Card when presented with the opportunity – you'll need this as evidence, should you be one of the lucky winners.

Once you've beaten Germany, another of the countries will be unlocked. Play all four countries and enter all these four codes on the [www.wrc2extreme.com](http://www.wrc2extreme.com) Web site. If you're top of the league on the competition's closing date (31 May 2003) then you'll win a petrol-powered remote-control car and an invite to compete in the international WRC final. The winner at this event will win the WRC Rally Car driven by two-times World Rally Champion Carlos Sainz.

We'll be covering the competition and its winners in future issues of OPS2, so good luck!

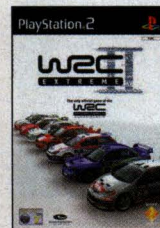


**WIPERS NEST** Go for the in-car 'man's' view if you're feeling flash.



### THE CONTROLS

- |         |                  |
|---------|------------------|
| L-stick | Steer left/right |
| R-stick | Accelerate/brake |
| ⊗       | Accelerate       |
| ⊙       | Brake            |
| ⬅       | Change view      |
| ➡       | Handbrake        |
| ⬆       | Gear up          |
| ⬇       | Gear down        |
| ⬅       | Pause/options    |
| ⬇       | Repair display   |



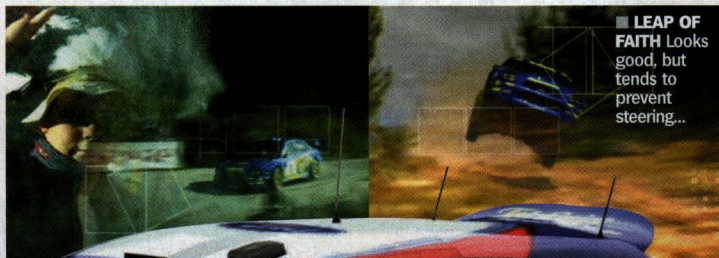
We reviewed the "truly realistic" WRC II Extreme in OPS2#27, where it notched up a very respectable score of 9/10.

PUBLISHER: SCEE  
GAME TYPE: RACING  
OUT: NOW  
PLAYERS: 1  
(FULL GAME 1-2)



**Yes! You can win this car (that you can actually sit in and drive) just by being good at our WRC II Extreme demo.**

**Cutting the mustard will win you a place at the UK WRC II Extreme final – from there, you're on your own. Visit [www.wrc2extreme.com](http://www.wrc2extreme.com) for more.**



**LEAP OF FAITH** Looks good, but tends to prevent steering...



**tip** Keep an eye on that timer. You can make up time between stages, but if you're behind by even a second at the end, you won't stand a chance of winning the motor! Keep at it!

### challenges



#### CONFLICT: DESERT STORM

We want you to complete the mission. Yes, it is possible. Just make sure you don't dawdle and waste too much time or the demo will throw you out mid-battle.



#### DYNASTY WARRIORS 3

Given the ten minutes of play time you have here we'll be impressed with the location and removal of three enemy army bosses. You can use the on-screen and pause menu maps to find them.



#### PRIMAL

Can you discover each of the game's glowing power orbs and make it through to the demo's conclusion?

#### HERDY GERDY

Okay, first herding 'mission'. Get the 15 Doops into the pen. The in-game time to beat is a preposterous five minutes. We want you to do it in under 40 seconds.

#### PROJECT EDEN

Again, nothing short of victory will satisfy us. The level's exit is shown on your scanner – can you get all your men to safety?

#### EVEN MORE DEMO TREATS OVER THE PAGE







## reader replies

When PS2 goes online will you have online demos? Will you be able to play a demo against someone else through the broadband connector? I think it would be a great way to show off the games.

Niles Campbell,

via email

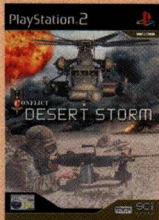
You're so right, Niles. We'll be pushing developers to prove how great their new online games are by providing us with online games for you to try. Alternatively, there will be demos of the online games without an online element - leaving you to imagine how great the game will be once you get the full version and an adaptor. Either way, we'll be sure to let you try out all of the hot new games via our cover DVD.

I would like to know if you can do the split jump on your demo of *Splinter Cell*. Thank you.

Robert, Ilfracombe

Unfortunately not, Bob. Split jumps (where our hero, Sam Fisher, jumps up and squats precariously above unsuspecting enemies) can only be performed if the corridor is just the right width. However, there are no such corridors in the demo. But, by all means, you can all feel free to prove us wrong. Boasts and claims to the address below.

Want to know more? Got an idea? A suggestion? We want to hear it. Write to Official PlayStation 2 DVD, Official PlayStation 2 Magazine, Future Publishing, Bath, BA1 2BW or send an email to PS2DVD@futurenet.co.uk



## CONFLICT DESERT STORM

**GIVEN THE CURRENT** climate we couldn't resist re-running this excellent war sim for you. This is the game's first mission and you've just been air-dropped at the Kuwait/Iraqi border.

There are four parts to the mission. Your first objective is to rescue your captured comrade. To do this you need to locate the shed in which he's hiding, then secure the area with stealth (using the P-228 silenced pistol and commando knife) or go for the full frontal approach with the Colt M16A2, grenades and anti-tank rockets.

Once you've led him out to safety he'll join you in battle. You've then got to find some C4, take out the bridge supports and get the hell out of there.

Be warned: this demo is very action-sensitive - if you lose the plot and run around aimlessly, it'll reset. But keep on track and play well and you'll be allowed to finish the mission. The full game, without such limits, is highly recommended.

### THE CONTROLS

**L-stick** Move forwards/backwards and Strafe left/right  
**R-stick** Look around/aim  
⊗ Reload/action  
⊙ Orders  
Ⓢ Inventory  
Ⓜ Crouch and crawl  
Ⓛ Fire  
Ⓡ Look behind  
Ⓟ Assign orders  
Ⓜ Pause

**tip** Make good use of your two players. Position one on high, where he can take out the enemy, while the other soldier does the ground work.



**BACK BY PUBLIC DEMAND.** Up to two people can enjoy this ten-minute taster of PS2's premier ancient Chinese war sim.

Pick one of three characters (a second player may insert a pad into port two, press **START** and make a selection) then choose what kit you'd like to tool up with. You can also pick the form your personal bodyguard takes.

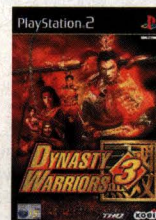
There are other options in this menu so feel free to size up the enemy defences or learn the names of your foe's generals.

A few more pad-pushes later and you'll be in the thick of combat. Use the scanner (top-right) to judge the position of the enemy (press **RT** to zoom in) and let 'em have it.

### THE CONTROLS

**L-stick** Movement  
⊗ Jump/mount and dismount horse  
Ⓢ Attack  
Ⓢ Spin attack  
Ⓢ Power up (hold)/magic attack  
Ⓢ Switch to bow mode  
Ⓢ Switch map view  
Ⓢ Reposition camera  
Ⓢ Remove enemy health bars  
Ⓢ Pause/options

**tip** When not in the thick of the action, hold **Ⓢ** to build up your magic meter. When it's full, another tap of **Ⓢ** will send you mental and you'll take out anyone nearby.

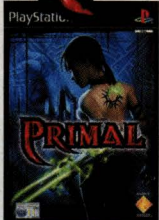


**PUBLISHER: UBI SOFT**  
**GAME TYPE: ACTION ADVENTURE**  
**OUT: NOW**  
**PLAYERS: 1-2**



**CUTTING CREW** Take your own private sword-flailing army into ancient Chinese battle.

## PRIMAL



**PUBLISHER: SCE**  
**GAME TYPE: ACTION ADVENTURE**  
**OUT: NOW**  
**PLAYERS: 1**

**THERE IS AN** evil curse that pervades in the world of videogames. That curse is release-date slippage, and its latest prey is *Primal*. However, its delayed on-sale date means that as we re-run this demo, the game will only just be available in shops.

Choose either the 50 or 60Hz mode at the start of the demo. If your TV can handle it we recommend the 60Hz mode for full-frame and full-speed action.

Our demo features a lengthy episode from the game and has extensive built-in training. Simply follow the captions at the bottom of the screen to learn the controls and discover your purpose.

In-game character Scree will keep you on the right track, leading you from objective to objective while explaining the finer points of the game's plot as you go. Dive in, explore the world and discover for yourself all that *Primal* has to offer.

### THE CONTROLS

**L-stick** Movement  
⊗ Switch target  
Ⓢ Attack mode  
Ⓢ Spinning attack  
Ⓢ Left attack  
Ⓢ Reposition camera/block  
Ⓢ Pause

**tip** Switch between multiple enemies (by pressing **Ⓢ**) as they attack. That way you won't be attacked from behind.

## HERDY GERDY



**PUBLISHER: EIDOS**  
**GAME TYPE: ACTION**  
**OUT: NOW**  
**PLAYERS: 1**

**IT'S NOT ALL** about herding y'know. There's a fair portion of gerding, too.

This early section from the game allows you to get to grips with the game's totally unique gameplay. This is one of the games Core created instead of getting on with making *Tomb Raider*. A smart move? You decide.

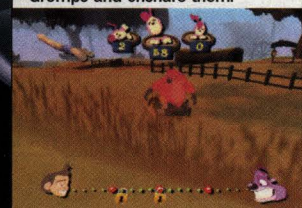
Your first task is to herd 15 Doops into the pen. A simple enough beginning. Things become more complex once you journey through the pathway (denoted by a red arrow) and have to contend with the nippy Gromps. Give chase once you get within their line of sight.

Once the Gromps have been led into their traps, it's a matter of carefully herding the Doops into pens. If this demo catches your imagination, there are umpteen more fiendish levels in the finished game.

### THE CONTROLS

**L-stick:** Movement  
**R-stick:** Move camera  
⊗ Jump  
Ⓢ Talk  
Ⓢ Use item  
Ⓢ walk  
Ⓢ Cycle defensive weapons  
Ⓢ Run  
Ⓢ Change view  
Ⓢ Pause/options

**SEEN BUT NOT HERD** Locate Gromps and ensnare them.



**tip** Use the terrain to your advantage. Herd your Doops down a channel (rather than across the open ground) and they're less likely to split and scarper.



# TRAILER PARK

Pass the popcorn and dim the lights – it's time to grease your gaming gullet with some tasty trailers...



## EVIL DEAD: A FISTFUL OF BOOMSTICK

Yes, it's rather gory, but it's also rather silly. It's the (second) game of the legendary 'off-beat' *Evil Dead* horror movies. Switch off your mind and see the funny side of this ludicrous clip.



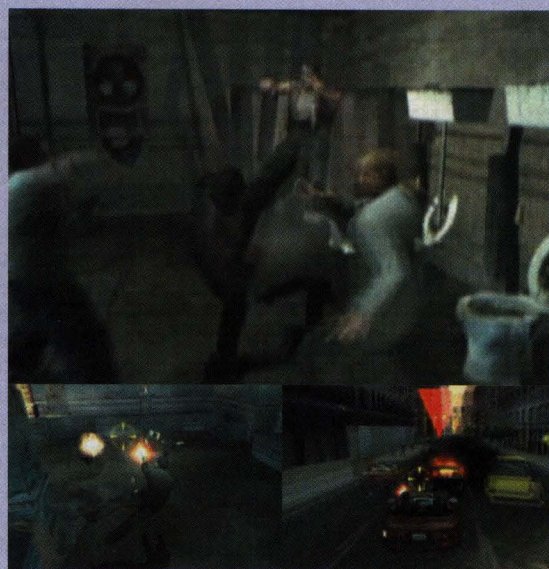
## RESIDENT EVIL ONLINE

In *Resident Evil Online* no-one can hear you scream – unless, of course, you remember to wear your USB headset. Join three other friends and journey – via the miracle of PS2 online – through a haunted house together. Mummy!



## SOCOM: US NAVY SEALS

The activities of the US elite are quite topical at the present. Here's your chance to taste the pain of anti-terrorist activity for yourself. This video shows both single-player and multiplayer online action.



## TRUE CRIME

This crime-swatting Jack-of-all-trades mixes videogame styles with graphical aplomb. You're a one-man gang-busting powerhouse. Like Mel Gibson in *Lethal Weapon*. Only without Danny Glover.



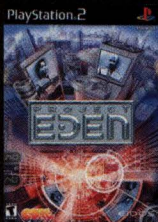
### ■ FAULTY DISC?

If your DVD appears not to be loading properly, first try re-starting your PS2 with a swift tap of the green reset button. Still no joy? Allow us to replace your DVD. Simply mail it directly to: Official PlayStation 2 Magazine DVD Returns, Customer Services, Future Publishing, Cary Court, Bancombe Road Industrial Estate, Somerton, Somerset TA11 6TB. If you have any further queries, email us at [PS2disc@futurenet.co.uk](mailto:PS2disc@futurenet.co.uk).

**GO TO:**  
[uk.playstation.com](http://uk.playstation.com)

■ Next issue's DVD line-up will be posted on our Web site on 09/05/03.

PLAYABLE  
PlayStation 2



PUBLISHER: CORE  
GAME TYPE:  
ACTION ADVENTURE  
OUT: NOW  
PLAYERS: 1



**WHILE WE'RE AWAITING** *Lara Croft: Tomb Raider: The Angel of Darkness*, what better way to fill in the action-adventure void than to replay the game from the self-same minds that brought Lara to life?

This was Core's first PS2 adventure and is a tale of a four-man squad eager to escape a nightmarish future world.

The real trick with *Project Eden* is the ability to take control of multiple characters – commanding one at a time, then switching between them in order to accomplish various tasks. Each has their own unique abilities (as you will discover) so if you're up against it with one, then try bringing another in to help.

### THE CONTROLS

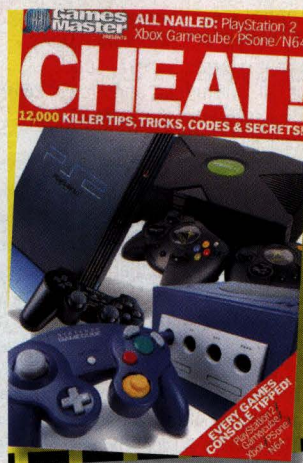
L-Stick Movement  
R-Stick Move camera  
D-pad Change character  
X Menu  
O Change weapon  
L Torch on/off  
R Weapon mode  
Duck  
"All follow me"  
L3 Change view  
L2 Action  
R Target assist  
A Pause/options



■ **HAROLD DROID** You've got to guide the game's four different characters to safety.

**tip**

Avoid wandering aimlessly. Your objective is to get all of your team into the UPS access lift, which is shown on your scanner as a yellow arrow. Use the **L3** button to move all your men simultaneously.



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forum: log on to uk.playstation.com

## ■ WRITE TO US

Got something you want to get off your chest? Then cough up and win a prize! The winner of every letter printed this issue gets a copy of *Metal Gear Solid 2: Substance* and the star letter also receives copies of *Virtua Fighter 4*, *Summoner 2*, *WRC II Extreme* and *Gunggrave* all courtesy of GamesPlanet.co.uk. Send your letters to the Editor c/o Postal, Official PlayStation 2 Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW, or email us on PS2postal@futurenet.co.uk. Letters will be edited for length and clarity.

## HEAVEN IN YOUR HANDS

I am writing in response to OPS2#30's Handbag letter. I have disagreed with letters before but this one spurred me into action. I would just like to say Anthony, what the hell have you been smoking you whining little girl!? You will be the first against the wall when the revolution comes. This magazine's word is gospel, and not only does it make me fall off my chair laughing at regular intervals, it also provides the most competent and interesting mix of news, reviews and interviews. Do you realise that what you have in your hands is pure game reviews heaven? I hope you know that every time you insult OPS2, Jesus cries. Only when you go to gaming hell and are forced to play *Hologram Time Traveller* for all eternity will you atone for your sins.

**Jamie Mitchell**, Middlesex

*Some slightly confused religious metaphors there. Otherwise, respect.*

## SMACK YOUR BUTCHER UP

I was dismayed and appaled by the ignorance shown by The Butcher in

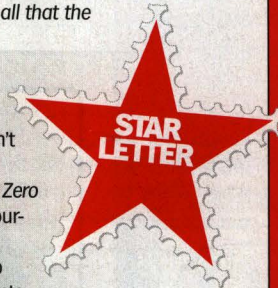
OPS2#30. His attack on retro games fans was totally uncalled-for. Sure, retro games will never compare to the standards set by the current generation of gaming. But great graphics and fantastic sounds alone do not make a great game.

More respect is needed for the retro gaming community; these are the people who appreciate the history of gaming. Does The Butcher think that cinema classics like *Citizen Kane*, *King Kong* and *Casablanca* aren't as good as more recent movies like *Collateral Damage* and *Tomb Raider* just because they're in black and white? Does he reject The Beatles and The Stones in favour of recent pop acts like Gareth Gates and S-Club Juniors?

Have more respect please. And remember: your magazine is not only part of the future of gaming but is also part of its history.

**Gavin Lee Davies**, Pembrokeshire

*As we glance up from playing Horace Goes Dizzy: Elite Pong on our Sinclair Intellifex, we remember to remind you all that the*



## SCARE IN THE COMMUNITY

As a big fan of survival horror games I was just wondering if anyone else out there is suffering from 'scare' withdrawal? Don't get me wrong, I have enjoyed recent releases on PS2 – *Code Veronica* was entertaining, *Silent Hill 2* disturbing, and *Project Zero eerie* – but either I've become desensitised or that edge-of-your-seat factor just isn't there any more.

Game designers seem to prefer over-the-top plot twists every five minutes, flashy cinematic footage taking up a third of the game, and obscure lengthy puzzles that need to be solved just to get through a door. *Code Veronica* was technically impressive and fun to play, but was it scary? No.

So game designers, consider this: cut-scenes should be brief and add atmosphere, not leave you feeling like you are at the cinema. A simple zombie lurching at you from around a corner is far more effective than a 30-foot blob of radioactive mess that will take 20 minutes to kill.

My most wanted game at the moment is *Silent Hill 3*. Here's hoping it will be a 'complete gibbering wreck with no nails left, sitting in a pair of soiled pants by the time the closing credits roll' experience.

**Richard Labbett**, Coventry

*Richard, I think you speak for a nation when you hope that Silent Hill 3 will leave you with mucky Y-fronts. Survival horror game designers have to strike a careful balance between sudden, visceral shocks and maintaining the overall atmosphere of fear, confusion and the possibility that some horrific mutant beast with the body of Chris Moyles and the face of, er, Chris Moyles might be lurking around the next corner. Turn to our exclusive review on page 70 and check out next issue's demo to find out if SH3 has pulled it off.*



**SCARE BARE BUNCH** Are dildoo style ghouls with big shoulders all that frightening anymore?



## forum frolix

*Random brainthinks from loiterers on the forums at uk.playstation.com. Redirect your browser to join the merrily carousing throng.*

oosveen: If Hulk gets delayed it will make me angry

Heavenstorm: Why the lack of innovation in PS2 titles? I'd love something like *Metroid Prime*

gamezmastah: Eidos takes the PS\$. First they take back all their copies of *Hitman 2*, now they're holding *Tomb Raider* back!

FunkyMonkey: Mummy says I'm special

LordRoss: Can't wait to wake my mum up in the middle of the night by me screaming at the TV and SOCOM

RedKill: I want a bigger RPG section than the tiny little 'Wizard watch' column!

James14: Getaway rules all other games are sh\*t

**FANCY AN INDIAN?** The styles in *Suikoden III* err towards the Navaho.



■ SKIRTING ROUND THE ISSUE *Space Channel 5 Part 2* – off the radar.



controversial opinions of The Butcher are not necessarily those of Official PlayStation 2 Magazine, largely because he is a nihilistic, cleaver-wielding, pork-fuelled nutcase.

## CHANNEL 5 GOES OFF THE AIR

Oh what a joy. I was so excited when you included a playable demo of *Space Channel 5 Part 2* on your cover disc. I am a huge fan and have been eagerly anticipating this sequel of what I feel is a hugely fun and original concept. So I was really angry to read in your magazine that SCEE has decided not to release the game in the UK.

I'm sick of SCE's lack of creativity and cowardliness in releasing a game in the UK that isn't a clone of *Grand Theft Auto* and I urge people who demand fresh and original games to fight back and complain to SCEE. Hopefully then, they will see sense and release the brilliant *Space Channel 5 Part 2* along with all the other games we're missing out on in the UK.

**J N Robinson**, Coventry

*It's a bit harsh to accuse SCEE of cowardliness when recent releases have included the distinctly offbeat titles of Ape Escape 2 and The Mark Of Kri, but the loss of Space Channel 5 Part 2 is a real shame. It would be nice to imagine a time when niche games can survive away from the mainstream in a similar manner to arthouse cinema or indie music, but the huge expense of producing any game makes the scenario highly unlikely. However, we have heard whispers that, as Space Channel 5 Part 2 is essentially already 'made', its translation and distribution costs may be picked up by another, smaller publisher for UK release. So keep your fingers crossed and watch this space.*

## OFF THE AIR (SLIGHT RETURN)

Judging by your current release schedule you are unaware that the Konami RPG *Suikoden III* is not getting an European outing. As you may have guessed I'm a



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big fan of the series so I and many others are in the process of trying to reverse Konami's somewhat bizarre decision concerning the game. It has been receiving rave reviews in the US and this has, rather obviously, strengthened my resolve.

I thought you might be able to help in this mini crusade. I'm sure you have contacts at Konami, and perhaps if you whispered the right thing in the right ear, circumstances might just change? I should also take this opportunity to draw your attention to the online petition concerning the subject, which can be found at: [www.petitiononline.com/108/petition.html](http://www.petitiononline.com/108/petition.html).

Samuel Burgoyne, via email

Another victim of Euro scepticism. So here's the problem. Most videogame companies divide their worldwide operations into three main territories: Japan, North America and Europe. Translating an RPG such as Suikoden III from Japan to North America is relatively straightforward since it requires only one translation (into English) and both territories use the NTSC system. For niche games (which, let's face it, includes all RPGs bar Final Fantasy), a Europe-wide release is perceived as an imperative for profitability – and with a text-heavy game, the multiple translation costs combined with conversion to Europe's PAL system may well outweigh the potential sales profits. Harsh economics, but hey, economics make the world go 'round.

Suikoden III is still on Konami's release schedule as 'TBC' but insiders concede that its appearance on UK shop shelves is unlikely. However, OPS2 will always try to make the case for quality games getting a UK release, so the campaign continues! Turn to The Big Issue on page 21 to read more about this topic.

## HOW DO YOU PLAY YOURS?

I realise this may seem like a bit of stupid question but I have always wondered, how does OPS2 play its games? Do you all clamber around a huge TV set with a few beers, or do you play them through a PC monitor all on your tod?

Kieran Klein, Surrey

Wrong on both counts Kieran. We play our games on a state-of-the-art 48-inch plasma screen with cinema quality surround sound, while reclining on an antique chaise longue and being fed grapes by provocatively-clothed Swedish au pairs. Not really, we enter a dank cupboard that reeks distinctly of men and socks, only to find that the TV screen



## forum frolix

Ⓜ HiddenX: If I could change your physical make-up and be made of polygons I would. Then I could touch lady characters in games in a way they'd like.

Ⓜ Rowley: I don't recommend that you beat your joypad with a big dictionary and then chuck it in a river. It often stops working.

Ⓜ FruitFun: I find going up to girls in bars and asking if they'd like to come back to yours for a game of Mobile Suit Gundam: Federation Vs Zeon tends not to result in much success.

Ⓜ TheOneRonnie: I think Midnight Club is ace. I don't really. I was just saying something tediously and deliberately controversial to get noticed like most of the idiots on here.

Ⓜ 100s-Aunt: I bet you won't print this.

Ⓜ Soilface: If animals could play videogames we could be better friends with them and wouldn't have to eat them with chips.

Ⓜ Killadog: Will there be a Braille version of the EyeToy?

Ⓜ Clifia: If I had a hammer, I would almost certainly hammer in the morning, probably hammer in the evening, and to be fair it's entirely conceivable that I'd hammer all over this land. Any other hammer fans out there?

is coated in a thick layer of grime and someone's nicked all the official Dual Shock 2 pads. Grrr.

## SCREENSHOT IN THE DARK

This is regarding the letter in OPS2#30 about screenshots in games. You said you had a special kind of software that can link your PlayStation 2 to your PC and grab stills from a window that appears on the desktop. What an excellent idea! But could I get hold of this clever software? I would certainly like to take screenshots of my favourite videogame characters and use the pictures for my PC wallpaper or to make a poster.

I'm scared that you're going to say that you obtain it exclusively from Sony and a lowly commoner like me cannot purchase such an amazing item...

James Robertson, Essex

Really sorry James, but a lowly commoner like you cannot purchase such an amazing item. The software was created in-house at (and is therefore copyright of) Future Publishing.

## MOCKODILE DUNDEE

I come from a small town just across the river from Dundee and while cruising around GTA: Vice City I noticed that the radio station I was listening to was called Wave 103. This is almost identical to my local station, which is called Wave 102.

## handbag!

Ooh, back in the knife drawer, Mr Sharp!

## SPLINTER SINNER

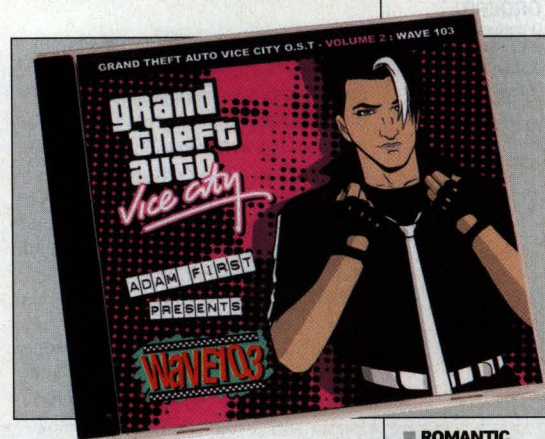
The back of OPS2#31's demo DVD box claimed the *Splinter Cell* demo was an entire level. I hope it was only the first objective, or a 20-level game will be over in three hours! Why is the frame rate so slow? Why, when in Gun mode (even holding a pistol!) does Sam move as if he has a missile launcher on his shoulder? And why only six bad guys in a whole level?

What is the problem with Ubi Soft? Okay, the shadows are great, but are they worth £40? The novelty will wear off after two levels! It looks to me like yet another second-rate port of an Ubi Soft/Clancy game. We should boycott the damn firm; *Sum Of All Fears* was appalling drivel, and *Ghost Recon* is not much better.

Do not give Ubi Soft your cash! They are taking us for mugs. It has only cost them two weeks' wages for two blokes to translate the code and 20p per disc, while they rake in thousands. They're laughing at us all the way to the bank.

Gav H, via email

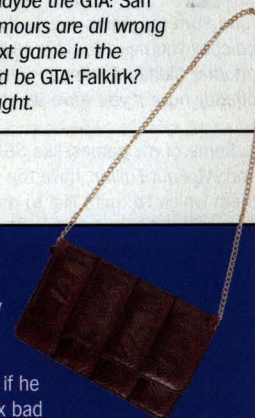
Give people an exclusive early play of one of the year's best games and still they moan! *Splinter Cell* on PS2 is not a port of the Xbox game – both versions were developed simultaneously, so any fears that PS2 owners are in some way losing out or being ripped-off is unfounded, plus we've even got the extra 'Power Plant' level. Of course there are few enemies, slow movements and lots of shadow! That's the whole point of the game! It's realistic stealth, not Rambo!



I have also spotted a billboard at Escobar International Airport that reads, 'Welcome To Dundee'. Now I have heard a rumour that the original *Grand Theft Auto* was originally created in Dundee. Is this really true? And if it's not, is there another explanation for this?

Tom Clift, Fife

The discovery of GTA in-jokes continues! The original GTA was indeed created in Dundee when Rockstar North was known as DMA Design. The studio moved from Dundee to Leith just before starting work on GTAIII. Maybe the GTA: San Andreas rumours are all wrong and the next game in the series could be GTA: Falkirk? Just a thought.



\*Auntie Vera's bingo bag is awaiting the next whinging letter to be pulled from our postbag.

■ ROMANTIC Dundee. The true home of *Grand Theft Auto*?



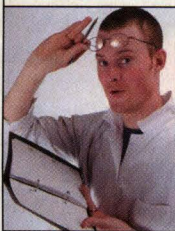
■ SNAKE? SNAAAAAAKE?

Here's a photo of my Dad, Jim, who looks like Solid Snake. Strangely enough, his biker name for 20 years has been Snake. Aaron, Great Yarmouth

We want more! Come on, your great uncle must look a bit like Charlie Jolson or something. Good pictures win a game, y'know.







OPS2's Dr Ryan Butt lances your gaming boils and sticks a teddy plaster on the craters.

# SURGERY

write: SURGERY, OFFICIAL PLAYSTATION 2 MAGAZINE, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW  
email: ps2surgery@futurenet.co.uk  
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## DOCTOR'S ORDERS

Unfortunately, we can't reply in person to letters or emails, and cannot answer your questions over the phone.

**1.** I used your GTA: Vice City guide from OPS2#31 and I now have 99 hidden packages. But I can't find number nine on the guide! It's the one on Prawn Island, in the northwest. You said it's on the west steps of the deserted green house, but there are two green houses in that area and neither of them have steps on the west side! Where exactly is it and what did you mean by 'west steps'?

**Martin Prutton**, via email

**1.** Of the two green houses, the package is on the back porch of the house to the west. The house is actually across the

road to isn't because they are German games playing on a UK PS2, but merely that the loading technique for those particular games is different to your other games. Rest easy, no harm is being done to your machine.

**1.** I'm a great manager on LMA 2003 but I would still like to know some cheats for some easy cash, free players, etc...

**Steven Borysewicz**, Coventry

**1.** The cheats for this game are linked to specific user IDs. You are given a new user ID each time you play the game so you may have to restart a few times before you can match up the user ID with the selection of codes for the free players featured here. Simply enter these codes as manager names.

LMA3MVQVRU (ID 1791)

LMA3LWHHHS (ID 2321)

LMA3JOYTKO (ID 4645)

**1.** I recently got a new PS2 and it's great. But I was told by a well-known retail outlet that if I play my PS2 vertically, the discs will vibrate and scratch. Please can you tell me if this is true?

**Michael Purvis**, South Shields

**1.** Not true. Think about it, why would Sony go to the trouble of making a vertical stand (and a rotating PS2 logo) if the machine wasn't designed to work on both orientations?

**1.** Please can you tell me how you get the stealth and infinite ammo in MGS2? I've completed the game on Easy, Normal and Hard and all I've got is a camera and some sun glasses!

**Dave Freestone**, via email

**1.** The Bandana item, which will give you infinite ammo when equipped, can be obtained by collecting 30-40 dog tags (which you get by holding up the guards) in the Tanker. Getting the stealth suit is slightly harder as you must collect over 60 dog tags with Snake in the Tanker and over 120 with Raiden in the Plant. You can also get coloured wigs for Raiden which give him infinite ammo, infinite hang time and infinite air. Just collect 80, 170 and virtually all the tags from both episodes respectively.

**1.** I'm stuck on The Sims (as usual). In Get A Life mode, I'm in Dudley's house. He keeps telling me to get promoted, but how do you go about doing this?

**2.** Also, Dudley wants me to snazz up his dump (that's home, to you and me). So how the hell do you snazz up his place? I've tried furniture.

**Marco Ciciriello**, via email

## POSTAL SURGERY DROP IN

A quick stethoscopic listen to those minor gaming ailments...

Right, copy of Sporting Life tucked safely in the top drawer, the drop-in surgery is now open! First up is **CHARLES SMALL** who wants to know if there is any way to play as Molock in Mortal Kombat: Deadly Alliance. Um, no, next! **SIMON RUDYK** wants to know how you get the 1-Up behind the fence in the 'Bad To The Bone' level in *Maximo*. Simply perform a double jump – jumping in one direction and then using the second jump to change direction and clear the fence.

**1.** There are several factors that determine whether you'll get promoted. You need to be in a good mood (with your mood bar showing at least one bar in the green). You must also have the skill points and enough friends. When you look at your skill stats, there's a blue smiling face with numbers next to it – ensure that both numbers tally (eg, 6/6). The mood is calculated when you get into the carpool, so keep your mood high at this point and ensure that the outside of the house is free from trash.

**2.** You have to add to the value of the property by buying objects to put in it – go for real outlandish stuff! You can also increase the value straight away by fixing all the objects required for the first goal!

**1.** My brothers and I have completed Ratchet & Clank almost twice and have all the golden weapons bar one. We have all the necessary bolts, but only 39/40 Gold Bolts. Its location is Planet Hoven. There are two Gold Bolts there – we've got the one where you have to wall jump between the moving vertical platform and the rock, but the other doesn't seem to exist. We've spent hours searching, but we can't find it. Can you help?

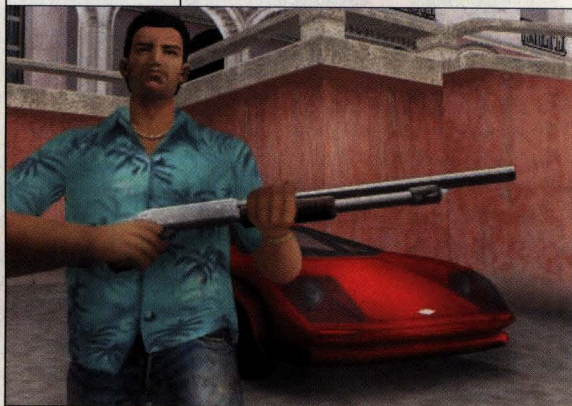
**Alexander Hoskins**, via email

**1.** Slightly further on from the first Gold Bolt you'll see another moving platform. Get on it and enter the cave. Follow the path and you'll enter a big room with a system of water. You need to take water in the three receptacles and fill the room with water. When it is done, enter the second little room where you took the water. Get out of the water and you will find the Gold Bolt on the ledge there.

**1.** In Harry Potter And The Chamber Of Secrets, on the Incendio Challenge, I've retrieved the Incendio Spellbook and got back to the start, but I'm having trouble in the two secret rooms on either side with the fire crabs. When you fire Incendio at the pig faces, the fire pits in the main room disappear to reveal two buttons – but I can't get to them!

**Juliet Bumstead**, via email

**1.** At the pig faces, light the right one (facing the doorway you've just come from and cast Flipendo on it so that its head is facing upwards (no charge is needed on the spells as you need to be quick). Do the same for the left one then quickly run back up the stairs to the far right. Quickly leap over the platforms you've just raised. Once you are across, push the switch, drop down and go back to the doorway where the fire crabs were. Light the other hog'sw head so the large flame moves again. Now run to the left of the room and do the same thing. □



## NICE GUN

We help locate all those packages in Vice City.

road from the yellow house that has the balcony you need to walk off of to get another hidden package – one you'll already have if you have 99 already.

**1.** Some of my games, like SSX Tricky and WipeOut Fusion, have top tunes on them which I'd quite like to record. Is there a way I can do this without forking out loads of money for a CD writer with an optical cable, or without having to stick a mic in front of the TV speakers and record it 'live'? I've got one of those funny cables with a red pin and a white pin at one end, if that helps?

**Anna Williams**, via email

**1.** Just plug the red and white plugs of that 'funny' lead into the corresponding slots in any decent recording device and you should be able to record in-game music easily. But you haven't stated the age of your equipment – if it hasn't got the red and white audio sockets, then a 'live' recording could be your only choice.

**1.** I recently moved to Germany and bought two games, but each time I play them there's an awful noise that comes from my PS2! I thought it was possible to buy games from anywhere in Europe?

**Carol Churn**, via email

**1.** Yes, PAL region PS2 games can be bought anywhere in Europe and played on any PAL PS2. The grinding noise you



Next! **CHARLOTTE LILLEY** would like to know how to beat the SnaggleBeast in Ratchet & Clank once its protective shield comes up. Let it follow you onto one of the bridges and it will collapse under the strain, sapping more of the beast's energy when it falls. Time for one more... **PETE WETTONE** wants to know how to turn off the Pedestrians Riot and Bikini Women cheats in GTA: Vice City after – uh-oh – he saved them. You can't – unless any other readers know otherwise? Right that's it for another month. Nurse, pull out the wheel blocks we're moving on!



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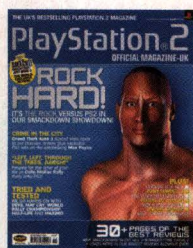
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**MUTANTS AT LARGE!**

**BEWARE**  
**MUTANTS AT LARGE!**

## Attention!

The mutant menace is returning! The freakish hordes of Homo Superior are massing in preparation for an imminent onslaught on the world's media.



## Protect Yourself!

Discover the truth behind **X-Men 2**.  
The secrets of the Mutant Conspiracy revealed.

**Knowledge Is The Best Defence!**

## Stay Indoors!

...with a good magazine.



Also **James Marsters** speaks! The **Farscape** you never saw! **Buffy**! **Smallville**! And much more!

**SFX 103**  
**ON SALE 25 MARCH**

**SFX 103**  
**ON SALE 25 MARCH**

**SFX 103**  
**ON SALE 25 MARCH**

**SFX**  
**ON SALE 25 MARCH**



**YOU'RE THINKING...**

"Mmm, a *Resi/telly* compo.  
I probably won't win."

**WE SAY...**

"Duh! Have you any idea how few people enter these things?"



#### Competition Rules

No purchase necessary. Competition only open to residents of the UK. Entrants must be 15 years of age or over. No correspondence will be entered into. No employees of Future Publishing, Pathé Distribution Ltd or any affiliated company may enter. No cash alternative is offered to these prizes. Entries to reach us by 15 May 2003. If any prize becomes unavailable, Future Publishing and Pathé Distribution Ltd reserve the right to replace it with another of equal value. Multiple entries will be disregarded. The Editor's decision is final. All normal competition rules apply. Big thanks to Pathé Distribution Ltd - we'd quite like to kiss you, but no more than that. No more.

**YES. SERIOUSLY. YOU'VE** heard the rumours before and they're true. Not as many people enter magazine compos as you'd imagine. And those are official statistics. You stand more chance of syphoning the lech-tech pictured on this page than the next person you see after you finish reading this sentence. Look up now. See that person? You stand a better chance than them. If only, but not only, because you're reading this now and they are not. (Unless you are standing in front of a mirror and the first person you saw was you. In which case, you stand exactly the same chance of winning as yourself.) Either way you probably want to enter. You really do. And this is not just because, thinking about it, you've technically more chance of winning than your flapping brain cheeks have ever let you thunk before. (We have, of course, proved this fact scientifically already.) It's also because the bounty is just so doused in want - so drizzled with yearn - that to not need this stuff would render you the worst kind of absurdist poltroon.

So what have we (it's currently we, yes, but it could so nearly be you, honest) got?

Hold tight, here's your question...

#### QUESTION:

**WHICH BRILLIANTLY FUNNY  
CHANNEL 4 SITCOM STARRING SIMON  
PEGG AND JESSICA STEVENSON  
CALLED SPACED HEAVILY FEATURED  
RESIDENT EVIL IN ONE EPISODE?**

- a) Barbara
- b) My Family
- c) Spaced

#### 1ST PRIZE

(IT'S GOT YOUR NAME ALL OVER IT!)

- A 28inch televisual TV and Digital VD player comboloid. Plus a copy of the shockingly okay, game-into-movie-will-go, undead-kisser, *Resident Evil*, on the aforementioned versatile disc format.

#### RUNNERS UP

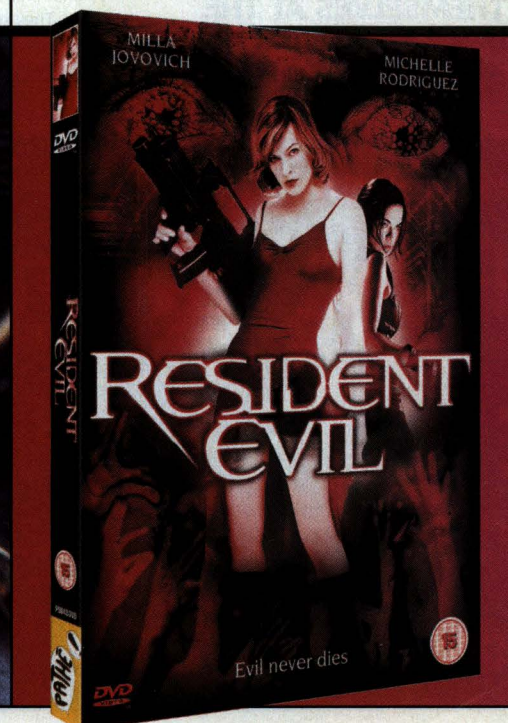
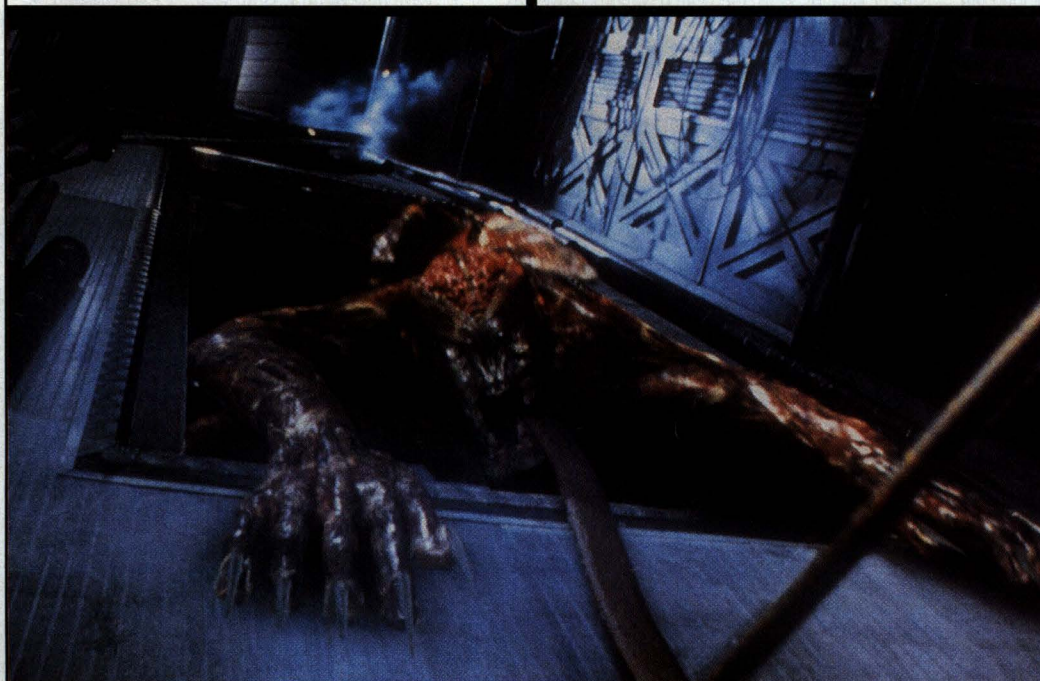
- As is respectful in these circumstances, we have nine copies of the *Resident Evil* cine-flick on DVD to chuck out, too.

Good luck. Oh, and quickly, because we're contractually obliged to point it out, *Resident Evil* from the beauteous people at Pathé Distribution Ltd is out now to buy on VHS and DVD, priced £12.99 and £17.99 respectively.

#### HOW TO ENTER:

1. Write your answer on a postcard and send to 'Is giving the answer away in the question supposed to be funny?' *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.
2. Email us with the answer at [PS2compos@futurenet.co.uk](mailto:PS2compos@futurenet.co.uk) - remember to put 'Is giving the answer away in the question supposed to be funny?' in the subject line.
3. Please include your name, age, address and phone number on all competition entries.

\*If you do not wish your name to be used for further marketing information, please state this on your entry.





# WHAT IF...

## THE PLAYSTATION 2 HAD NEVER BEEN INVENTED?

WORDS: PAUL FITZPATRICK/ILLUSTRATION: WILL BARRAS



THE DATE  
3002

THE PLACE  
A WORLD  
WITHOUT PS2

**What would you do without your PS2? We ask what kind of world we would have created if the greatest games console known to man had never been brought into existence...**



It's hard to believe that the human race fell so far in such a short time. A proud and noble species reduced to a dribbling, snarling bunch of savages. And to think, if Mr and Mrs Kutaragi of 33 Cherry Blossom Way, Tokyo had only had a son, none of this would have happened.

The thing is, when Mr and Mrs K decided to pour their time into that deluxe sea monkeys set instead of having a son, the future inventor of the PlayStation and PS2 wasn't born and the world changed forever. With the PSone failing to appear in 1994, the popularity of videogames plummeted and a generation of kids all set to say goodbye to daylight for the next nine solid years suddenly

found themselves at the biggest loose end in human history.

And, at first, it was beautiful. They helped old people across roads, baked muffins, drove

mobile libraries around and generally 'got out more'. If you were a 70-year-old book worm with a fondness for baked goods standing on a distant pavement, it was a great time to be alive.

But the Golden Age didn't last long. Surrounded by offspring who were neither surly nor getting under their feet playing 'damned videogames all the bloody time', parents started to resent these ludicrously perky kids with their great complexions and boundless energy. It wasn't long before thousands of families were torn apart by livid adults 'divorcing' their infuriatingly un-rebellious kids. By 2003, convoys of mobile libraries filled with pastries and kids singing Kum Ba Ya could be spotted on highways the world over. Over the next 30 years this generation of kids set up communes and matured into a sizeable but very reasonable offshoot of humanity that utterly rejected violence, competition and technology. They, in turn, had even nicer kids. By 2074, the United Nations bowed to the inevitable and gave them their own homeland, or Canada as it had been known up until then.

And so it was that the human race effectively split in two. As the citizens of Happilasia thrived and developed all sorts of new muffin recipes, the rest of humanity went rapidly downhill. Aggression and resentment grew with each successive generation spawning murder and chaos that tore society apart. And, to be honest, all those homeless Canadians didn't help any.

By 2596, Happilasia was a peaceful and burgeoning oasis surrounded by a barren wasteland, devoid of human life. And so peace would have flourished had it not been for an evolutionary oversight. Without centuries and millions of hours spent gripping joypads, the people of Happilasia found their now largely useless thumbs atrophying to nothing. Unable to grip even a mini muffin, let alone a tambourine or a kazoo, panic spread and the brave new world was a smouldering crater within ten years. Idiots. □



**A GENERATION OF KIDS SUDDENLY FOUND THEMSELVES AT THE BIGGEST LOOSE END IN HUMAN HISTORY**

NEXT MONTH IN THE JUNE ISSUE OF

**PlayStation®2**  
OFFICIAL MAGAZINE-UK

- There is nothing that will stop us having the first review of **Tomb Raider**. Honest. We'll have it this time. Yes.
- At last PS2 online! Prepare yourself with our very own dullard's guide to **Interweb** gaming.
- **PLUS!** Reviews of **SOCOM: US Navy SEALs**, **Def Jam Vendetta**, **Midnight Club II** and a HUGE playable demo disc!

**ON SALE: 16.05.03**

**PLUS!**

Playable demos of  
**Silent Hill 3**, **Def  
Jam Vendetta** and  
loads more!

**ENTER  
THE  
MATRIX**

Forgotten pg 54 already? Grab this remind-o-prod. Next month: The Matrix. The Matrix is next month. Reminded? Good.





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### PICTURES

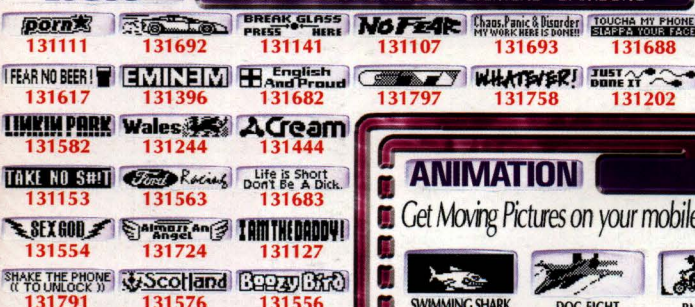
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### LOGOS

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### RINGTONES

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### POLYPHONICS

• NOKIA • SAGEM • SAMSUNG • SHARP • PANASONIC • MOTOROLA • S/ERICSSON • SIEMENS •

SING FOR THE MOMENT - Eminem	112406	BEING NOBODY - Liberty X vs Richard X	112460
MAKE LOVE - Room 5	112465	GOSSIP FOLKS - Missy Elliott	112461
BOYS OF SUMMER - DJ Sammy	112387	TUCK YOUR SHIRT IN - Holly Valance	112426
CRY ME A RIVER - Justin Timberlake	112360	TONIGHT - Westlife	112488
IN DA CLUB - 50 Cents	112440	BABY - Ashanti	112476
LOSE YOURSELF - Eminem	112289	COME UNDONE - Robbie Williams	112482
ALL I HAVE - Jennifer Lopez feat LL Cool J	112359	NOT GONNA GET US - TATU	112486
ALL THE THINGS SHE SAID - TATU	112335	CRASH AND BURN - Busted	112489
CANT NOBODY - Kelly Rowland	112495	LOVE AINT GONNA WAIT FOR YOU - S Club	112484
DILEMMA - Nelly feat. Kelly Rowland	112221	BOY (I NEED YOU) - Mariah Carey ft. Cam'ron	112497
BEAUTIFUL - Christina Aguilera	112356	LOVE DOESN'T HAVE TO... - Atomic Kitten	112477
MESMERIZE - Ja Rule	112365	I CANT READ YOU - Daniel Bedingfield	112475
WEEKEND - Scooter	112466	SUNLIGHT - DJ Sammy	112479
I'M WITH YOU - AVRI L VIGNE	112366	RISE AND FALL - Craig David feat. Sting	112490
YOU MAKE ME WANNA - Blue	112457	EXCUSE ME MISS - Jay-Z	112494

YES!!! All Ringtones are Monophonic and Polyphonic

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POLYPHONIC SMS ORDER: Send **POLY + NUMBER + MAKE** to 87010 (Example POLY 112289 NOKIA)

POP		DANCE	
SPIRIT IN THE SKY - Dr & The Medics	112480	MOVE YOUR FEET - Junior Senior	112441
DIRTY - Christina Aguilera	112256	YOU'RE A SUPERSTAR - Love Inc	112329
SKATER BOI - Avril Lavigne	112306	HEAVEN - DJ Sammy	112229
CLOCKS - Coldplay	112439	TRUE - Jameson	112390
THE KETCHUP SONG - Las Ketchup	112176	ILL BE YOUR ANGEL - Kira	112409
BEGIN TO WONDER - Dannii Minogue	112429	I WANNA DANCE WITH... - Flip N Fill	112334
YEAR 3000 - Busted	112344	LOLOPOP - DJ Alligator Project	112478
THE CHEEKY SONG - The Cheeky Girls		NU METAL	
SOUNDS OF THE UNDER... - Girls Aloud	112332	THE ANTHEM - Good Charlotte	112493
IF YOU'RE NOT THE ONE - D Bedingfield	112311	SMOOTH CRIMINAL - Alien Ant Farm	111377
JUST A LITTLE - Liberty X	111935	IN THE END - Linkin Park	111489
CRY - Kym Marsh	112496	LIFESTYLES OF THE RICH... - Good Charlotte	112388
BLACK BETTY - Tom Jones	112487	NO ONE KNOWS - Queens Of The Stone Age	112309
INCREDIBLE - Darius		ROCK	
LOST WITHOUT YOU - Delta Goodrem	112430	CANT STOP - Red Hot Chili Peppers	112404
SORRY SEEMS TO... - Blue & Elton John	112492	SWEET CHILD O MINE - Guns And Roses	111258
FAMILY PORTRAIT - Pink	112317	LIVING ON A PRAYER - Bon Jovi	111376
CAN'T GET YOU OUT OF MY HEAD - Kylie	112301	BROWN EYED GIRL - Van Morrison	111327
DANGER HIGH VOLTAGE - Electric Six	111388	JUST LIKE A PILL - Pink	112149
REGGAE		HOW YOU REMIND ME - Nickelback	111671
GIMME THE LIGHT - Sean Paul	112358	BAT OUT OF HELL - Meatloaf	111286
NO WOMAN NO CRY - Bob Marley	112422	DISCO	
HEY SEXY LADY - Shaggy	111331	DANCING QUEEN - ABBA	111111
STREET LIFE - Beanie Man	112245	KUNG FU FIGHTING - Carl Douglas	111419
URBAN		I WILL SURVIVE - Gloria Gaynor	111382
MUNDIAN TO BACH KE - Panjabi MC	112342	R&B	
DY-NA-ME-TEE - Miss Dynamite*	112342	WORK IT - Nelly feat. Justin Timberlake	112423
DONT MUG YOURSELF - The Streets*	112026	STOLE - Kelly Rowland	112346
HEARTLESS THEME - Heartless Crew*	112273	NU FLOW - Big Brovaz	112332
WHERE THE STORY ENDS - Blazin' Squad	111942	I MISS YOU - Aaliyah	112369
HIP HOP		80'S	
03 BONNIE & CLYDE - Jay Z feat Beyonce	112337	ONE STEP BEYOND - Madness	111278
8 MILE - Eminem	112327	SUMMER LOVIN' - Grease	111159
HEY MA - Cam'ron	112376	TAKE ON ME - A-HA	111130
BUMP BUMP BUMP - B2K feat P Diddy	112386	FOOTBALL	
SUPERMAN - Eminem	112355	YOU'LL NEVER WALK ALONE*	111351
WORK IT - Missy Elliot	112427	GREAT ESCAPE	111354
WITHOUT ME - Eminem	112246	NEWCASTLE ANTHEM - Newcastle*	111357

1CALLGETS  
3RINGTONES

EMINEM - 119915  
•REAL SLIM SHADY •STAN  
•PURPLE HILLS - D12

ROCK - 119909  
•SWEET CHILD O' MINE - GUNS'N'ROSES •IN THE END  
- LINKIN PARK •ENTER SANDMAN - METALLICA

JAMES BOND PACK - 119914  
•MAIN THEME •LICENSE TO KILL  
• LIVE AND LET DIE

FOOTBALL - 119919  
•THE GREAT ESCAPE •WE ARE THE CHAMPIONS  
•EAT MY GOAL

PACKS ARE MONOPHONIC ONLY

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0871 222 5323

THEMES

MISSION IMPOSSIBLE 111121

ONLY FOOLS AND HORSES 111369

ROCKY 111441

ROCKY - Jogging Theme 112481

SCOOBY DOO 111142

PHOENIX NIGHTS 112364

THE A TEAM 111115

KNIGHT RIDER 111127

SEX AND THE CITY 111673

MAIN THEME - Star Wars 111125

MUPPETS 111134

JAMES BOND 111119

AXEL F - Beverly Hills Cop 111601

WINNIE THE POOH 111613

MATCH OF THE DAY 111126

FRIENDS 111115

1CALL GETS 3RINGTONES

EMINEM - 119915  
• REAL SLIM SHADY • STAN  
• PURPLE HILLS - D12

ROCK - 119909  
• SWEET CHILD O MINE - GUNS N' ROSES • IN THE END  
• LINKIN PARK • ENTER SANDMAN • METALLICA

JAMES BOND PACK - 119914  
• MAIN THEME • LICENSE TO KILL  
• LIVE AND LET DIE

FOOTBALL - 119919  
• THE GREAT ESCAPE • WE ARE THE CHAMPIONS  
• EAT MY GOAL

PACKS ARE MONOPHONIC ONLY

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THEMES

MISSION IMPOSSIBLE	111121
ONLY FOOLS AND HORSES	111369
ROCKY	111441
ROCKY - Jogging Theme	112481
SCOOBY DOO	111142
PHOENIX NIGHTS	112364
THE TEAM	111115
KNIGHT RIDER	111127
SEX AND THE CITY	111673
MAIN THEME - Star Wars	111125
MUPPETS	111134
JAMES BOND	111119
AXEL F - Beverly Hills Cop	111601
WINNIE THE POOH	111613
MATCH OF THE DAY	111126
FRIENDS	111152
HARRY POTTER	111548
THE OFFICE	112363
FORMULA ONE	111610

\*DENOTES MONOPHONIC ONLY

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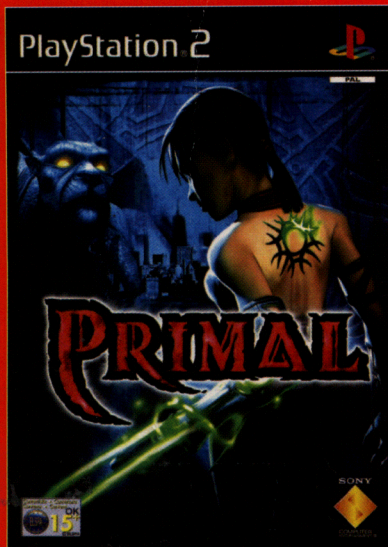
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PlayStation 2



Primal

## PRIMAL

Primal takes fantasy, sci-fi and gothic elements, throws in some demons and places a feisty female character called Jen at the heart of the story. An ordinary girl, a realm of demons, an epic conflict between primal forces.

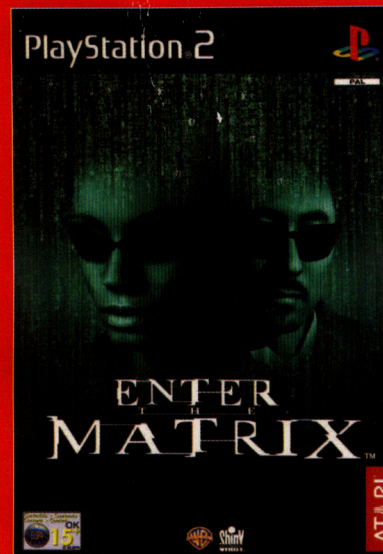
Out Now

## ENTER THE MATRIX

Merciless Agents stalk your every move. You defy gravity and break all the rules. How far does the rabbit hole go? Are you ready to find out? Are you ready to Enter The Matrix?

Released 15 May

PlayStation 2



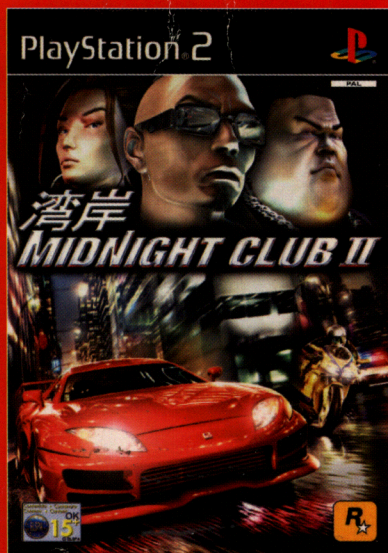
Enter The Matrix

**VIRGIN  
LOVES**



**VIRGIN  
LOVES**

PlayStation 2



Midnight Club II

## MIDNIGHT CLUB II

The world's most notorious drivers meet each night on the streets of LA, Paris and Tokyo. With the latest performance enhanced cars and bikes to choose from, you can compete head-to-head to make a name for yourself. There are no rules.

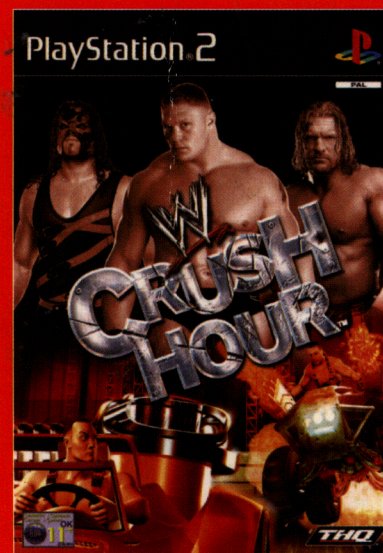
Released April 2003

## WWE™ CRUSH HOUR™

WWE™ Crush Hour™ takes the intensity, competitiveness and brute strength from the squared circle and drops it into the world of car combat. More than twenty World Wrestling Superstars jump into their Super Cars bringing the pain to the streets.

Released May 2003

PlayStation 2



WWE™ Crush Hour™

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